

Liverpool John Moores University

Title: Current Issues in Science and Football
Status: Definitive
Code: **5501YAUPE** (127911)
Version Start Date: 01-08-2021

Owning School/Faculty: Sport and Exercise Sciences
Teaching School/Faculty: Sport and Exercise Sciences

Team	Leader
Angus Ryrie	Y

Academic Level: FHEQ5
Credit Value: 20
Total Delivered Hours: 40
Total Learning Hours: 200
Private Study: 160

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	20
Practical	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Skill	Skill acquisition essay	40	
Practice	Observe	Observation of sport practice	20	
Portfolio	PA	Portfolio on performance analysis	40	

Aims

The module is designed to provide students and understanding of the multidisciplinary aspects underpinning football, with particular reference to skill acquisition, performance analysis and coach education. In order to fulfil the requirements of the Ministry of Education in China, students must have a greater understanding of the wider aspects associated with football. Upon completion of this

module, students will understand how each of these aspects contribute towards performance of football and physical education.

Learning Outcomes

After completing the module the student should be able to:

- 1 To develop students' knowledge and skills for the evaluation and application of coaching football that influence the development and performance in a range of football related contexts.
- 2 To provide opportunities and contextualised learning to better prepare students for applying scientific principles into practice (football) such as applying performance analysis in football coaching.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Skill Aquisition Essay	1	2
Practical Observation	1	
PA Portfolio	2	

Outline Syllabus

Teaching and learning methods will predominantly include lectures and practicals. The taught component of the module explores a range of aspects surrounding sport and physical education. Specific examples of the aspects to be explored include:

- 1. Skill acquisition – understanding the influence of various aspects coach's actions (e.g. feedback and instruction) on skill acquisition of players from childhood to adolescence.*
- 2. Performance analysis – underlying aspects of performance analysis including its impact on the evaluation of football performance as well as the impact of possession on football performance outcomes.*
- 3. Coach education– underlying aspects which link to football caching and physical education. Understanding the key components to coach football such as current feedback strategies employed by coaches when planning and evaluating performances and the use of instruction in coaching for football performance.*

Learning Activities

Students are expected to attend time-tabled lectures and practical are encouraged to utilise the available directed learning/private study time to get advice from module staff and/or conduct essential reading. During the lectures and practical they are

expected to engage with and contribute to the learning environment through discussion and practice (in various physical education contexts). Some of the teaching sessions may contain group work where students will be required to communicate and work as a team with others to enhance their own learning. Students should complete any required and recommended reading to widen their knowledge and understanding. Students will be required to evidence this during their exam assessments and any teaching they may conduct.

Notes

This module is designed to introduce students to a of wider theoretical aspects of football that can be linked to physical education. The module will be evaluated by the completion of appropriate assessment tasks. This module will incorporate support strategies in an attempt to ensure student progression. This will include feed forward and feedback on assessment and personal tutorial support.