

Liverpool John Moores University

Title: TEACHING AND UNDERSTANDING GAMES IN THE 14-19 CURRICULUM
Status: Definitive
Code: **6003PESD** (104289)
Version Start Date: 01-08-2016
Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Susan Walker	Y

Academic Level: FHEQ6
Credit Value: 12
Total Delivered Hours: 44
Total Learning Hours: 120
Private Study: 76

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12
Practical	30
Tutorial	2

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Presentation (2000 words).	70	
Portfolio	AS2	Reflective Portfolio Evidence (1000 words).	30	

Aims

To develop subject knowledge and the appropriate strategies for planning, delivery and assessment in the 14-19 curriculum and examination syllabi.

Learning Outcomes

After completing the module the student should be able to:

- 1 Reflect upon and critically appraise games activities using appropriate assessment tools and criteria.
- 2 Develop and extend their teaching of games demonstrating a range of techniques and skills within Key Stage 4 (GCSE).
- 3 Critically evaluate their own practice in skills and techniques in the teaching of games

Learning Outcomes of Assessments

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

Presentation	1	2	3
Relective Portfolio	1	3	

Outline Syllabus

*Range of examinations and assessment procedures for 14-19.
Development of Physical Education, Sport and Dance in the 14-19 sector.*

Learning Activities

Trainees will participate in both practical and theoretical lectures to develop their understanding of planning, delivery and assessment in Physical Education in the activities studied using GCSE assessment criteria. There will also be opportunities to attend tutorials to support formal lectures.

Notes

The module will use areas of the 14-19 examination assessment criteria to enhance trainee knowledge, understanding and competence to utilize observation and analysis techniques in Physical Education.