

Liverpool John Moores University

Title: ADVANCED SKILLS IN PHYSICAL EDUCATION
Status: Definitive
Code: **6043PSPE** (104331)
Version Start Date: 01-08-2016
Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Beverley Lynch	Y

Academic Level: FHEQ6
Credit Value: 24
Total Delivered Hours: 60
Total Learning Hours: 240
Private Study: 180

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	4
Practical	55
Tutorial	1

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Presentation (4,000 words)	70	
Essay	AS2	Coursework (2,000 words)	30	

Aims

The aim of the module is to develop subject knowledge and the appropriate advanced skills in Games, gymnastics and dance.

Learning Outcomes

After completing the module the student should be able to:

- 1 Reflect upon and critically appraise advanced games, gymnastics and dance activities using appropriate analysis tools and criteria;
- 2 Develop and extend their subject knowledge, demonstrating a range of techniques and skills within games, gymnastics and dance;
- 3 Critically evaluate their own practice in the performance of skills and techniques within games, gymnastics and dance.

Learning Outcomes of Assessments

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

presentation	1	2	3
essay	1	2	3

Outline Syllabus

Use observation and analysis in Physical Education to develop a theoretical understanding of a range of techniques and tactics used in more advanced games activities.

Develop a critical understanding and an appreciation of dance techniques and compositional principles.

Develop a critical awareness of the advanced skills of gymnastics used in more complex movement sequences.

Learning Activities

Students will participate in both practical and theoretical lectures to develop their knowledge and understanding. There will also be opportunities to attend tutorials to support formal lectures.

Notes

The module will use observation and analysis techniques in Physical Education, to enhance student knowledge, understanding and competence in more advanced games, gymnastic and dance activities.