

3.0 credits

0 h + 37.5 h

Teacher(s) :	Mees Valérie ;
Language :	Français
Place of the course	Louvain-la-Neuve
Main themes :	The student will be able to propose to initiates a progression of tasks specific to several disciplines in order to reach a high performance technical learning. Based on observations and analyses of the gesture, he will detect the qualities and the mistakes and will propose appropriate collective situations.
Aims :	<p>At the end of this educational module, the student will be able to exploit the favourable methods to energize the teaching of athletics to beginners. Special care will be according to the proposal of attractive learning situations and modes of organization favourable to optimal motor engagement.</p> <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Content :	<p>Content</p> <p>In a 1st time, the teaching skills necessary for supervision of beginners will be applied to various learning situations that's mostly fun and attractive.</p> <p>They are, in a 2nd time, applied to the technical learning of some of the athletic family showing the races, jumps and throws.</p> <p>Method</p> <p>The course will consist of both theoretical presentations, proposals for practical situations by the teacher sessions and micro-teaching for a familiarization and practice on the part of students.</p>
Other infos :	<p>Pre-requisite Athletics 2</p> <p>Evaluation Continuous and/or final for the practical part with a possible questioning and/or final examination in order to verify the acquisition of the knowledge associated with practice.</p> <p>Support Class file</p> <p>Supervision Titular professor(s), technical adviser(s) and/or assistant(s) possibly helped by monitor students</p> <p>Others</p>
Cycle and year of study :	> Bachelor in Motor skills : General
Faculty or entity in charge:	FSM