UCLouvain

ledph1001

2020

Fundamentals of team sports and games

Due to the COVID-19 crisis, the information below is subject to change, in particular that concerning the teaching mode (presential, distance or in a comodal or hybrid format).

| 2 credits | 0 h + 30.0 h | Q1 |
|-----------|--------------|----|
| | | |

| Teacher(s) | Vercruysse Benoît ; |
|-----------------------------|--|
| Language : | French |
| Place of the course | Louvain-la-Neuve |
| Main themes | In order to achieve the stated objectives, the course activities will be varied and diverse to permit experimentation and evaluation of fundamental motor skills of ball sports: - Handling and controlling a variety of balls with differents parts of the body in individuals situations, with a partner and/or against an opponent (protecting the ball / maintaining possession) - Catching, throwing, passing, pushing, dribbling the ball with a partner and/or against an opponent Correctly perceiving the trajectory of a ball and adjusting one's position to intercede with the flight of the ball (i.e. catching the ball while running) Exercises in perception and adaptation. |
| Aims | By the end of this course, the student will have performed motor and psycho-motor skills related to team sports (ball sports): catching, throwing, passing, hitting, pushing, dribbling various types of balls while either stationary or moving and perception and adaptation of ball movements. The student will perfect these actions in simple situations and will be able to apply them to a variety of collective disciplines. |
| | 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". |
| Evaluation methods | Due to the COVID-19 crisis, the information in this section is particularly likely to change. Continuous and/or final evaluation for the practical part with the possibility of question(s) and/or a final exam to verify the acquisition of knowledge associated with the practice. |
| Content | Psycho-socio-motor foundations of games and team sports To develop spatio-temporal adjustment capacities (balloon handling, trajectory analysis) in order to be able to integrate into a collective situation. Ability to perceive hastily trajectories (space and time) of balloons (3 dimensions) and motor adaptation capacity adapted to these trajectories (rolling machines, machines launched vertically, laterally, in depth, coming from behind) Ability to balance after moves to adapt to a mobile device, partner and/or opponent Ability to touch, hit, send or deflect a moving device (hit in multiple ways with both foot and hand). Ability to move off-center in relation to the machine or partners. Ability to perceive possibilities for action and to make quick decisions for action based on perceived elements Ability to link tasks (status changes, role changes, play with and without ball) Pre-techniques more specific to the sports concerned Translated with www.DeepL.com/Translator (free version) |
| Other infos | Pré-requis Evaluation Continual and/or final practical evaluation with the possibility of a final exam to ensure that theoritical understanding has taken place. Support Course notes Encadrement Professor, instructor, teacher assistants. Autres |
| Faculty or entity in charge | FSM |

| Programmes containing this learning unit (UE) | | | | | | |
|---|---------|---------|--------------|------|--|--|
| Program title | Acronym | Credits | Prerequisite | Aims | | |
| Bachelor in Motor skills : General | EDPH1BA | 2 | | • | | |