



**EDUCATION AND  
SOCIAL WORK**

**Course Outline 2018**  
**PHYSED 101: GAMES AND SPORT EDUCATION (15 POINTS)**  
**Semester Two (1185)**

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**Course Prescription**

Develops knowledge and appreciation of various game forms. Analyses game structures and processes. Develops performance competency in games through experiential learning. Explores and analyses potentially positive and negative outcomes of participating in games and sport.

**Programme and Course Advice**

*Restriction: EDCURRIC 231, EDPROF 344*

**Learning Outcomes**

By the end of this course it is expected that the student will be able to:

1. Understand the significance of historical and contemporary games and sports and their impact on society
2. Demonstrate content knowledge for a range of game forms (e.g. rules, strategies, theories, models, formations, organisation, vocabulary)
3. Understand and apply game concepts and demonstrate performance competencies through game play
4. Explore and analyse participation in games and sport

**Learning and Teaching**

There are 36 hours of teaching for this course.

**Teaching Staff**

Dr. Blake Bennett

Faculty of Education & Social Work

**Learning Resources**

There is no required textbook for this course. A range of articles and course materials will be provided through Talis, the University's online reading list management system.

## **Assessment**

<b>Assessment Type</b>	<b>Weighting</b>
ABL Assignment	20%
Skill analysis	30%
Exam	50%
Total	100%