

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Technological advancements in PE, sport and physical activity
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	6
<b>4</b>	<b>Module Code</b>	SPE6002

<b>5</b>	<b>Module Overview</b>
<p>Within this module students will learn about a range of technology and equipment that supports physical activity behaviours. Students will identify the key principles of objectively measuring and promoting a healthy and physically active lifestyle from a technological perspective.</p> <p>This module is underpinned by the need, as a developing PE and school sport practitioner, to be aware of the wide range of technological advancements when working within a PE and school sport environment. The range of technology used will be applied in practice so that students are able to experience and apply the use of equipment in real life situations. This will further enhance the opportunity to reflect on best practice when completing work placement modules.</p> <p>The evidence base for this module draws upon engagement with current technological theories and contemporary literature relating to promoting a physical and healthy active lifestyle. It also draws upon applying taught theories in a practical setting.</p> <p>Within this module students will develop knowledge and understanding of how technology used globally can help support health-related behaviours. Through a combination of lectures, seminars and practical sessions, students will observe and gather essential knowledge in a practice-led, knowledge-applied environment. The journey to outstanding subject knowledge will continue to be developed through a hands-on approach to exploring different technologies, further enhancing future employability potential. Students may also relate and apply taught content from across the programme to this module, particularly within practical sessions.</p> <p>Students will be taught through a range of lectures and workshops. These taught sessions will inter-relate to practical sessions where theory and knowledge learnt, will be applied. Content which is taught across the module may be applied in future work placement modules. This enables students to apply taught technological subject knowledge to a working environment. These experiences can be reflected upon to measure the impact and effectiveness of different technologies.</p>	

<b>6</b>	<b>Indicative Content</b>
<ul style="list-style-type: none"> <li>• Technology in sport</li> <li>• Measuring physical activity using technology</li> <li>• Pedometers</li> <li>• Accelerometers</li> <li>• Heart rate monitors</li> <li>• GPS</li> <li>• The advantages and disadvantages of using technology the future</li> </ul>	

<b>7</b>	<b>Module Learning Outcomes</b>	
	<b>On successful completion of the module, students will be able to:</b>	
	<b>1</b>	Critically evaluate a broad range of technological advancements affecting physical activity.
	<b>2</b>	Discuss the wider impact different technologies have on facilitating or inhibiting a physically active lifestyle.

<b>8</b>	<b>Module Assessment</b>		
<b>Learning Outcome</b>			
	<b>Coursework</b>	<b>Exam</b>	<b>In-Person</b>
<b>1-2</b>	<b>x</b>		

<b>9</b>	<b>Breakdown Learning and Teaching Activities</b>	
<b>Learning Activities</b>		<b>Hours</b>
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		46
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		72
<b>Private Study (PS)</b> includes preparation for exams		82
<b>Total Study Hours:</b>		200