

4.00 credits

22.5 h + 30.0 h

Q2

Teacher(s)	Jamart Cécile ;
Language :	French
Place of the course	Louvain-la-Neuve
Main themes	Theory: • Study of the different concepts of adapted physical and sports activities (APSA-therapy, specialised physical education, adapted sport for people with disabilities, etc.) and their specific objectives. • Analysis of national and international federations organising adapted sport and the Paralympic movement, • Medical and functional classification systems, technical aids and adaptations in recreational and competitive sports • Equipment enabling disabled sports to be practised safely and to a high standard. • Paralympic sports and recreational adapted sports activities. • Adapted sport in inclusive or mainstream education with people with motor, sensory or intellectual impairments (PE) Practice: • Experimenting with and supervising physical and sporting activities for people with physical disabilities • Experimenting with and supervising physical and sporting activities for people with sensory impairments (blind and partially sighted) • Experimenting with and supervising physical and sporting activities for people with intellectual disabilities (EP)
Learning outcomes	At the end of this learning unit, the student is able to : • Master the concepts underlying physical activity and disabled sport (specific public, classification, etc.) (1.2 EP - 3.1, 11.3 Physiotherapy) • Explain the disabled sport landscape at Walloon, Belgian and international level and the different impacts this has on a person with a disability wishing to take part in physical activity (1.2 EP - 10.1 Physiotherapy) • Analyse the person's motor, cognitive, emotional and sporting skills and guide them towards a sporting activity adapted to their abilities and disabilities (1.2 and 1.5 EP - 1.1, 2.2, 2.8, 3. 1, 5.2 Kiné) Offer Physical Activities adapted to the specific needs of people with motor, sensory and intellectual impairments (1.3, 1.5, 1.6, 1.7 and 1.12 EP - 2.8, 3.1, 5.1, 5.2, 5.4 Kiné) • Offer specific activities for people with special needs, for specialised or inclusive teaching (1.3, 1.5, 1.6, 1.7 and 1.12 PE) • Analysing pathological factors influencing parasport performance (EP)
Evaluation methods	• <u>Theoretical:</u> - o Theoretical assessment comprising multiple-choice questions (correct answer +1, no answer 0) and open questions relating to the course content covered in theory and practice. - o Group work (EP) • <u>Practical:</u> - o Attendance at practical classes is compulsory. Absence from these classes without a valid reason will have a direct impact on the final course mark (see weighting). - o The activities and preparation for these activities will be assessed according to a criteria-based grid. (EP) • <u>Weighting (LFSM1314):</u> - o 75% theoretical examination - o 12.5% preparation and supervision in the context of practical classes - o 12.5% group work on the analysis of factors affecting parasport performance - o The final course mark (theory and practice) will be multiplied by the number of practical classes attended out of the total number of practical classes (see above). - o The final mark reflects this percentage, provided that no mark is lower than 10/20. Any mark below 10/20 will result in a penalty on the weighted average of half a point for each point below the halfway mark (e.g. 8/20 in the exam = 2 points below the halfway mark, therefore 2*0.5 penalty, i.e. 1 point deducted from the weighted average).

Teaching methods	Theory: • Lectures • Group work (EP) Practical: • Practical work • Sports activities • Peer-led activities (PE)
Inline resources	Access to course materials via the Moodle platform
Other infos	This course is strictly reserved for FSM students. It is not open to other UCLouvain students.
Faculty or entity in charge	FSM

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Motor Skills: Physical Education	EDPH2M	4		
Master [120] of Education, Section 4 : Physical Education	EDPH2M4	4		