

Postgraduate Certificate

Motor Games in Early Childhood Education

Endorsed by the NBA



tech technological
university





Postgraduate Certificate

Motor Games in Early Childhood Education

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/sports-science/postgraduate-certificate/motor-games-early-childhood-education

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01

Introduction

Playing is one of the most important activities in every child's life. While playing, children learn, have fun and interact with their environment. That is why today, games are one of the most powerful tools available to any teacher, especially if we talk about physical education where it is a fundamental part of the subject. For this reason TECH has developed this program aimed at instructing sports teachers in the basic fundamentals of motor games, providing them with knowledge that is highly valued in an environment that is increasingly committed to gamification.





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To be a good sports teacher, you need to know your main working tool: Motor Games. Don't miss the opportunity to become an expert in the field and enroll now!"

It is not surprising that the game has become more relevant in recent years. Children love to play and, being at such a sensitive stage of growth, learning fundamental values while doing something they enjoy is much more beneficial than trying to instruct them in the more traditional way.

Thus, play has commonly been incorporated in all areas of early childhood education, including sports and physical education, where its implementation is even more natural. Sports teachers must not only know how to include games in their daily methodology, but also learn the basic fundamentals of games in order to do it in a more effective way.

Given this situation TECH has developed this Postgraduate Certificate in Motor Games in Early Childhood Education, which enables the student to understand all the nuances and positive contributions of the game from the physical point of view. Thus, not only the value of the game itself is studied, but also the different theories and perspectives that will help the student to design complete motor games adapted to the modern age.

A 100% online program, with no time restrictions or physical attendance obligations, which greatly facilitates the student's ability to self-manage their studies and adapt them to their personal, family or work needs.

This **Postgraduate Certificate in Motor Games in Early Childhood Education** contains the most complete and up-to-date scientific program on the market. The most important features include:

- ◆ Appreciation of the game as a powerful educational tool
- ◆ Clear and concise didactic material, easy to study and review
- ◆ High-quality audiovisual content that serves as a support and reference for the knowledge provided
- ◆ Content that is accessible from any device with an Internet connection



Games are much more important than they appear and are held in high regard in any current educational setting. Show that you are aware of their importance by enrolling on this Postgraduate Certificate"

“*Designing quality motor games for children is one of the most valued skills for a sports teacher. Don't let any game escape you thanks to this Postgraduate Certificate*”

The program's teaching staff includes professionals from the sector who pour their work experience into this Postgraduate Certificate, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive learning designed for real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Children will learn everything you teach them through games. Turn play into an art with this Postgraduate Certificate in Motor Games in Early Childhood Education.

The game will be your main ally in your professional career. Learn to master it with this Postgraduate Certificate in Motor Games in Early Childhood Education.



02 Objectives

The Postgraduate Certificate in Motor Games in Early Childhood Education aims to instruct students to approach the design of motor games with a broad awareness of their importance in education, as well as all the qualities that can be promoted by them. Students will acquire the necessary skills to adapt their games and work methodology in line with the latest advances in the field.





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Thanks to the knowledge of motor games that this Postgraduate Certificate provides, you will stand out professionally in a highly competitive field of work"



General Objectives

- ◆ Know the game in depth and its benefits in early childhood education
- ◆ Study the different components of play and how they affect the motor skills of infants and children
- ◆ Explore current material resources with which to develop motor games
- ◆ Approach motor game design with a current and modern perspective





Specific Objectives

- ◆ Know the fundamentals of the game and specifically of the motor game, its components, the material resources for its development and an important variety of games to put into practice in the school

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With a good command of motor games, you will be able to broaden your professional outlook for a better future”

03

Structure and Content

The Postgraduate Certificate in Motor Games Early Childhood Education is composed of one module, divided into 10 topics that cover all the didactic material on the subject. This material has been written by a team of teachers who are experts in the field, thus guaranteeing the student access to the latest high-quality content. At the same time, the essential contents of the program have been divided in a specific way, making it easier for the student to study and review the concepts included in the program.





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TECH's goal is to train the best sports teachers and you can be one of them. Enroll on this Postgraduate Certificate in Motor Games in Early Childhood Education and opt to be the best in your profession"

Module 1. Theory and Individual and Collective Practice of Motor and Pre-Sports Games in Early Childhood Education.

- 1.1. Play
 - 1.1.1. Theoretical Approach to the Game Concept
 - 1.1.2. The Game and its Pedagogical Importance
- 1.2. Play and Creativity
 - 1.2.1. Play, Thinking and Creativity
 - 1.2.2. Game Classification
- 1.3. Play in Pre-school Education
 - 1.3.1. The Importance of Play in Early Childhood Education
 - 1.3.2. Specific Contents Related to Play in Early Childhood Education
 - 1.3.3. Methodological Criteria that Must Govern the Game
- 1.4. Components of the Motor Area
 - 1.4.1. Components of the Motor Area
 - 1.4.2. Classification and Development
- 1.5. Motor Skills in Early Childhood Education
 - 1.5.1. Motor and Psychomotor Development
 - 1.5.2. Factors Influencing Motor Development
 - 1.5.3. Motor Skills
- 1.6. The Motor Game
 - 1.6.1. Concept
 - 1.6.2. Classification
 - 1.6.3. Components and Aspects of Motor Play
- 1.7. Material Resources
 - 1.7.1. Facilities
 - 1.7.2. Toys
 - 1.7.3. Materials
 - 1.7.4. Safety of Toys and Materials





- 1.8. Games
 - 1.8.1. Traditional and Popular Games
 - 1.8.2. Symbolic Development, Dramatization and Expression Games. Motor Story
 - 1.8.3. Motor Skills Development Games: Circuits, Treasure Hunts, Learning Environments
- 1.9. Intelligence and the Theory of Multiple Intelligences from a Gaming Perspective
 - 1.9.1. The Theory of Multiple Intelligences
 - 1.9.2. The Role of Gaming in this Theory
- 1.10. The Design of the Motor Game
 - 1.10.1. General Considerations
 - 1.10.2. The Design of the Motor Game

“*With this Postgraduate Certificate in Motor Games in Early Childhood Education you will be a leading sports teacher in the development and design of sports games for children”*

04 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“ *Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

With this methodology, we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



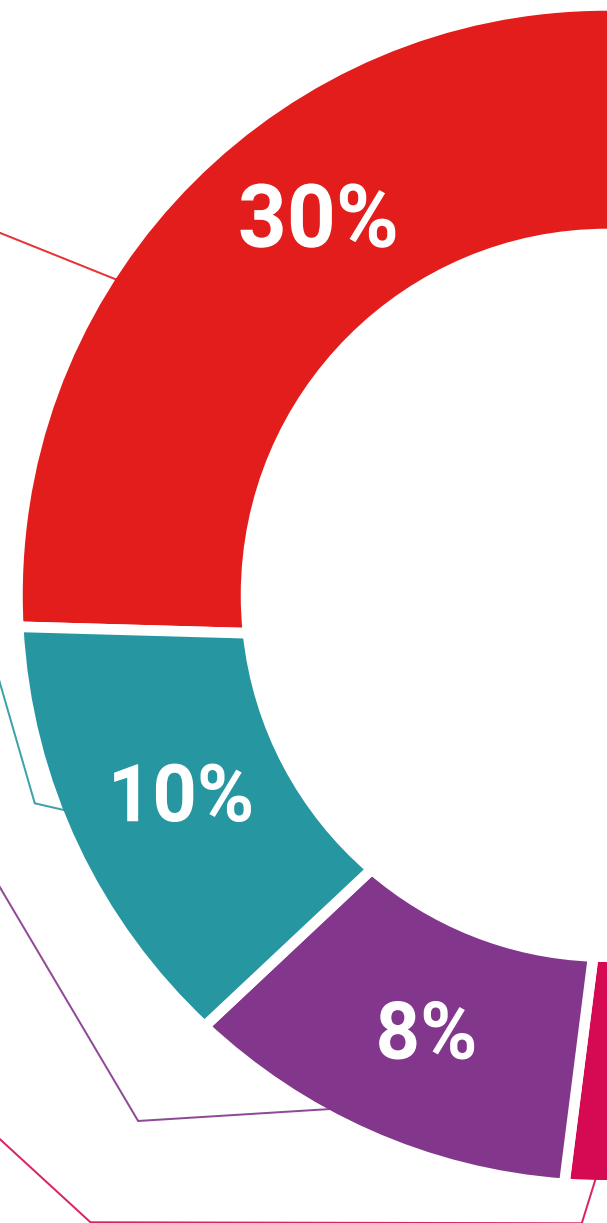
Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this situation. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



05 Certificate

The Postgraduate Certificate in Motor Games in Early Childhood Education guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.





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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This **Postgraduate Certificate in Motor Games in Early Childhood Education** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in Motor Games in Early Childhood Education**

Official N° of Hours: **150 h.**

Endorsed by the NBA



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

personalized service innovation

knowledge present

online training

development language

virtual classroom

tech technological
university

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