

Module specification

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Refer to guidance notes for completion of each section of the specification.

Module Code	FAW421
Module Title	Football and Community Development
Level	4
Credit value	20
Faculty	FSLS
HECoS Code	100095
Cost Code	GASP

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Football Coaching and the Performance Specialist	Core

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	36 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	36 hrs
Placement / work based learning	0 hrs
Guided independent study	164 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	08/12/2021
With effect from date	01/09/2022

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Date and details of revision	
Version number	1

Module aims

- Provide an introduction to the concept of community sports development, with a specific focus upon football.
- Gain overview of the challenges and barriers faced by specific population target groups.
- Provide an opportunity for students to develop key transferable skills which will enhance their employability within the applied environment.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Demonstrate an understanding of the concept of the community sport development.
2	Identify the barriers and challenges faced by various population groups.
3	Engage in a safe, effective and ethical environment for sporting activities.
4	Use a reflexive approach in relation to the operation functions required within the community football development industry.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

Project

Part 1: You will take part in a football community event arranged by the module leader. Your role within the event will be allocated to you randomly within the classroom. Each student will be responsible for various tasks throughout the event.

Part 2: Post Project Reflective Report - Utilising a reflexive approach you will reflect on your own performance within the football community event, drawing upon contemporary literature to underpin the content and complete an action plan for future event participation (1000 words).

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1 - 4	Coursework	100

Derogations

N/A

Learning and Teaching Strategies

Planning, organisation, observation, discussion, self-management, independent thinking, problem solving, IT skills, communication skills, interpersonal skills of interacting with performers and reflective practice.

This module will be delivered with a variety of learning & teaching strategies, where students have to engage with a range of activities, which include lectures, seminars, blended learning, small group work, practical activities and practical workshops.

Indicative Syllabus Outline

- Community Sport Development
- Contemporary issues within sport
- Assessing community needs
- Barriers and Challenges of different population groups
- Community networks

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Houlihan, B. & Malcolm, D. (2016). *Sport and Society: A Student Introduction*. 3rd ed. Los Angeles, USA: SAGE

Other indicative reading

Jarvie, G. (2017). *Sport, Culture & Society: An Introduction*. 3rd eds. Leeds: Routledge.

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes

Engaged
Creative
Ethical

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Organisation
Leadership and Team working
Critical Thinking
Emotional Intelligence
Communication