

Module specification

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Module Code	FAW702
Module Title	Football Methodology
Level	7
Credit value	20
Faculty	FSLS
HECoS Code	100095
Cost Code	GASP
Pre-requisite module	N/A

Programmes in which module to be offered

Programme title	Core/Optional/Standalone
MSc Football Science & Coaching	Core

Breakdown of module hours

Learning and teaching hours	13 hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	8 hrs
Project supervision hours	0 hrs
Active learning and teaching hours total	21 hrs
Placement hours	0 hrs
Guided independent study hours	179 hrs
Module duration (Total hours)	200 hrs

Module aims

This module aims to develop an advanced understanding of the use of game models and their application within a football environment. The module will look to showcase the ability to create sessions and develop players from a multi-disciplined approach.

Module Learning Outcomes

At the end of this module, students will be able to:

1	Construct a comprehensive football game model and methodology.
2	Illustrate the consideration of the game model across the tactical, technical, physical and psychosocial pillars.
3	Differentiate the application of the tactical, technical, physical and psychosocial pillars across the foundation, youth development and professional phases.
4	Present a comprehensive football methodology.

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.

Assessment:

Part 1: Students will create a comprehensive document detailing a game model that they have designed and showcase their methodology of performance and development within a fictional football team. The document will include the following components:

- An introduction to the student's coaching philosophy
- An infographic of a game model, designed by the student
- 3 session designs, providing examples of how the game model is brought to life in a session for the foundation phase, youth development phase and professional phase.

Part 2: Students will create a 15 minute video providing an explanation of their game model and will bring their sessions to life using appropriate tools such as a tactics board, live clips etc.

Assessment number	Learning Outcomes to be met	Type of assessment	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1-4	Coursework		100	N/A

Derogations

N/A

Learning and Teaching Strategies

The taught elements of this module will be delivered using a classroom/online blend in line with the Active Learning Framework. Classroom activities will consist of lectures, tutorials, group activities, practical tasks and self-directed study tasks. Students will also find session extension tasks on Moodle to be studied asynchronously.

Welsh Elements

The programmes will be delivered through the medium of English. Students are entitled to submit assessments in the medium of Welsh. If students wish to converse in Welsh, they will be assigned a Welsh speaking personal tutor. Support can also be made available for Welsh language students via Coleg Cymraeg Cenedlaethol where students can present their research at their conferences through the Welsh Language. Students will be sign posted to relevant opportunities via the VLE and MS Teams page.

Indicative Syllabus Outline

- Building a Better Game
- Game Model Building
- Developing a working model
- Bringing Your Model to Life
- Team Based vs Individual Training
- Strategic Mapping – Your Pathway to Success
- Player Profiles
- Contemporary Case Studies
- Long Term Athlete Development (LTAD)
- Your Communication Model

Indicative Bibliography:

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

Essential Reads

Football Association of Wales (2020) *The Welsh Way – First Kick to National Team*. Available from <https://faw.cymru/national-syllabus/> .

Other indicative reading

Strudwick, T., (2016), *Soccer Science*. Australia: Human Kinetics.

Administrative Information

For office use only	
Initial approval date	20/11/2024
With effect from date	September 2025
Date and details of revision	
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