

Programme

Qualification awarded

Master of Arts

Length of the programme

24 months

ECTS credits

60

Level of qualification

Master

Mode

Full-time

Language

Dutch, with parts in English

School

School of Sport Studies

Locations

Groningen

Sports and Movement Education

Profile of the programme

The Master's programme in Sports and Movement Education (SBO) is a Master's programme for developers in the field of sports and exercise, which aims to teach students how to deploy sports and exercise programmes together with other professionals such that these programmes make a meaningful contribution to children and adolescents growing healthy. This is done by making sports and exercise an integral part of the everyday life of children and adolescents that opens up new perspectives for them. The main aim of the Master's programme is to enable students to improve and innovate their own professional practice. The focus is on collaborating and connecting, researching and innovating, positioning sports and exercise in and around the school, and justifying why sports and exercise are important in this context.

Learning outcomes

Analysis:

1. Students identify, analyse and explore a practical problem in their own professional practice, using practical insights, conceptual considerations and scientific sources to articulate a research question.
2. Students explore and define criteria and preconditions in order to delineate the scope for designing suitable and innovative practical solutions.

Design:

3. Students develop innovations to innovate the professional practice, using a suitable research method based on the practical situation, relevant policy frameworks, conceptual considerations and scientific sources.

Implementation:

4. Students provide logical and coherent justification of their choices made and strategy/strategies used on the basis of practical relevance, conceptual considerations and scientific sources.
5. Students mobilise people and resources to achieve effective and efficient collaboration in the implementation process.
6. Students demonstrate entrepreneurial skills, sensitivity and adaptability in positioning the desired change in the world of sport and physical education.

Evaluation:

7. Students gather, process and interpret the information obtained in order to formulate success and failure factors of the innovation that has been implemented.

Dissemination (and follow-up):

8. Students independently translate the insights, knowledge and experiences they have gained into solutions in new, multidisciplinary or wider contexts within the international professional field of physical education and sport.
9. Students effectively and appropriately communicate conclusions, knowledge, motives and considerations regarding their innovation to relevant stakeholders.
10. Students direct their professional development, critically and confidently reflect on their attitude, behaviour and choices, and adjust these in changing situations.

Programme

Sports and Movement Education	credits
Year 1 Sports and Movement Education	30
□ Introduction in Research and Innovation	10
▫ SBDM20OND - Knowledge and insight in research	5
▫ SBDM20VRART - Research and innovation plan	5
□ Policy, Sports and Society	10
▫ SBDM20BELPL - Policy paper	5
▫ SBDM20AGSET - Presentation	5
□ Innovating Physical Education	10
▫ SBDM20INNOD - Creating innovative Physical Education (phase 1)	5
▫ SBDM20INNEF - Reflection on the effects of the subprogramme with EDR report (phase 2)	5
Year 2 Sports and Movement Education	30
□ Stimulating an Active and Healthy Lifestyle	10
▫ SBDM23AGLBS - Active healthy lifestyle- phase 1	10
□ Masterpiece	20
▫ SBDM21PGO - (Practical) Innovation	15

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