



Master's Degree Physical Education Teacher in Primary Education

» Modality: online

» Duration: 12 months

» Certificate: TECH Global University

» Credits: 60 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/education/master-degree/master-degree-physical-education-teacher-primary-education

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Physical Education teachers must be able to tailor the exercises and practical lessons to the physical qualities of their students, for this reason, within the elementary education setting, the lessons must be adapted to the students in order to achieve better outcomes. Sport is fundamental for team building, healthy habits, encouraging companionship or individual endurance, so it is essential that children develop in this area from an early age.

It is at this stage, between the ages of 7 and 12, when children begin to acquire habits that they are expected to keep for the rest of their lives. Therefore, it is essential that physical education teachers are able to transmit their passion for sport and healthy lifestyle habits to their students, a knowledge that will stay with them for the rest of their lives, achieving physical and psychological benefits that will allow them to improve their quality of life.

With this Master's Degree, TECH has proposed to qualify teachers to be able to easily and accurately handle the teaching of this educational stage. To this end, the order and distribution of the subjects and their topics is specially designed to allow students to decide their dedication and self-manage their time. Additionally, they will have at their disposal theoretical materials presented through enriched texts, multimedia presentations, exercises and guided practical activities, motivational videos, master classes and practical cases, where they will be able to evoke in an orderly way the knowledge and train the decision-making that demonstrates their training within the field of teaching.

This program is distinguished by the fact that it can be taken in a 100% online format, adapting to the needs and obligations of students, in an asynchronous and completely self-manageable manner. Students will be able to choose which days, at what time and how much time to dedicate to the study of the contents of the program. Always in tune with the capabilities and skills dedicated to it.

This **Master's Degree in Physical Education Teacher in Primary Education** contains the most complete and up-to-date educational program on the market. The most important features include:

- **b** The development of practical cases presented in simulated scenarios by experts in the field of study, where the student will evoke in an orderly manner the knowledge learned and demonstrate the acquisition of the competencies
- b The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- **b** The latest developments on the educational task of the Primary Education teacher
- **þ** Practical exercises where the students undergo the self-assessment process to improve learning, as well as activities at different skill levels
- **b** Special emphasis on innovative methodologies and teaching research
- **b** Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- **b** Content that is accessible from any fixed or portable device with an Internet connection





Immerse yourself in the study of this complete program, in which you will find everything you need to acquire a higher professional level and compete with the best"

Its teaching staff includes professionals in the field of Primary Education, who pour their work experience into this course, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will allow professionals to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive specialization for real situations.

The design of this program focuses on Problem-Based Learning, by means of which teachers must try to solve the different professional practice situations that are presented to them. For this purpose, specialists will be assisted by an innovative interactive video system created by renowned and experienced experts in Physical Education.

You will have access to the contents from any fixed or portable device with internet connection, even from your cell phone.

With the most highly valued study methods in online teaching, this Master's Degree will allow you to make unstoppable progress in your professional growth.







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General Objectives

- **b** Design, plan, deliver, and evaluate teaching and learning processes, both individually and in collaboration with other teachers and professionals of the center
- **þ** Recognize the importance of rules in all educational processes
- **þ** Promote participation and respect for the rules of coexistence
- **b** Gain knowledge about the organization of primary schools
- **b** Foster educational skills in teachers that will enable them to improve the way they teach their lessons





Specific Objectives

Module 1. Education and Coexistence In and Outside of the Classroom

- **b** Analyze the current situation in educational centers with respect to coexistence
- **b** Identify the different models to establish a good coexistence inside and outside the classroom
- b Identify possible discrimination that may occur in a school
- **b** Acquire skills to solve and prevent possible conflicts in a school
- **b** Know the intervention strategies and techniques
- **b** Understanding how media and technology work in schools

Module 2. Knowledge of Physical Education and Sport in Primary School

- **b** Know the origin and background of Physical Education
- **b** Discover what is understood by the concept of Physical Education and what is included in it
- PRECOGNIZE the conceptions of the body from their lived experiences and critically analyze the contribution that Physical Education can make to culture and society, in order to value its importance in the integral development of people
- **b** Compare the main paradigms developed from Physical Education for every stage with respect to the physical education experienced, reflecting and exposing their ideas
- **b** Know and value the main teaching and learning activities of Physical Education, as a strategy for the promotion of adherence to a systematic practice of physical activity
- **b** Clarify the relationship between Physical Education and events in daily life
- **þ** Analyze challenges when facing Physical Education

Module 3. Equality and Diversity in the Classroom

- **b** Know the different terms closely related to each other and their application in the classroom
- **b** Detecting possible factors of school failure
- **b** Acquire the necessary tools to avoid school failure
- **b** Picking up on the signs of possible bullying at school
- **b** Develop tools to promote inclusive and intercultural schools
- **b** Achieve the skills to work with the different ICTs
- **b** Identify the different disorders in educational centers
- **b** Developing psychomotor functioning in primary education

Module 4. Innovation and Improvement of Teaching Practice

- **þ** Produce innovation and improvement of teaching practice, which has become an essential element to increase the quality and efficiency of Educational Centers
- **b** Establish the transformation of the educational reality through the redefinition of the role of teachers
- **b** Learn about the various educational improvement projects
- $\ensuremath{\,\triangleright\,}$ Broaden the knowledge of how to approach the improvement of the center
- **b** Acquire the tools to achieve a more autonomous and cooperative learning
- **b** Know the most important aspects of educational resilience

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Module 5. Physical Education Didactics in Primary School

- **b** Know the teaching foundations in educational planning and intervention applicable to the teaching-learning process of Physical Education
- **b** Understand the relationship between theoretical teaching aspects and their practical application in Physical Education
- **b** Gain knowledge about the curriculum of physical education in Primary School
- **b** Acquire the basic concepts of the subject, define them and relate them to
- **b** Promote the acquisition of knowledge for the development of planning, implementation and evaluation processes of physical education activities at school
- **b** Acquire skills in guidance, counselling and implementation of adaptations of the physical education curriculum and in the resolution of Teaching-Learning problems
- **b** Evaluate the teaching intervention of the motor practice according to physical education principles

Module 6. Physical Education, Health and Education in Values

- **b** Know the relationship between physical education and health
- **b** Value the importance of physical education and its implication in the improvement of people's quality of life
- **b** Know the basic first aid for the most common situations in a physical education class

Module 7. Anatomical, Physiological and Psychological Bases of Physical Education

- Provide basic and essential knowledge about the structure and functioning of the human body
- **b** Be able to rationalize, understand and adapt physical activity to the harmonious development of the child





Module 8. Psychomotor Development of the Individual and its Treatment at School

- b Obtain an advanced knowledge of psychomotor development
- b Understand how humans control their movements with intent

Module 9. Individual and Collective Theory and Practice of the Game and Sport

- **þ** Provide students with knowledge of the theoretical bases and practical experiences of the game
- **b** Provide students with specific resources for physical education practice

Module 10. Artistic-Expressive Physical Activities: Dance, Rhythm and Corporal Expression

- **b** Analyze the psychological and pedagogical bases of rhythmic activities, body language and dance
- **b** Know the present and the future of the artistic-expressive physical activities and dance



Get in line with the best professionals in the industry and give your career as a physical education teacher a boost"





International Guest Director

Phillip Ward, Ph.D., is passionate about **Physical Education** and the specialized training of **teachers** who will be engaged in this discipline at the **elementary** level. Throughout his career, he has been dedicated to improving instruction in the subject through **disruptive teaching tools** and **strategies**. His work has had a significant impact in countries such as the United States and **China**, even receiving official recognition from the government of the Asian country as a **High Level Foreign Expert**.

His research has promoted peer-assisted learning techniques in Physical Education. This methodological vision has been used and cited beyond the limits of the school subject and has been linked to areas such as Medicine and Special Education. Regarding the applications of his studies, he has published at least 160 articles and monographs. Also, he has appeared as co-author or author of chapters in scientific volumes and has attended more than 150 conferences around the world as a speaker.

On the other hand, Dr. Ward directs the Physical Education Teaching Research Program in the Department of Human Sciences at The Ohio State University. From there, he leads multi-methodological projects that integrate specialists linked to centers of study of global prestige. Among them, the University of Louvain (Belgium), the East China Normal University and the Hong Kong Institute of Education (China), the University of Tsukuba and the Nippon University of Sport Science-Nittaidai (Japan), and the University of West Virginia and Zinman College (Israel) stand out.

He has also been one of the eight specialists who published a **review** for the conformation of a **Doctorate program for Physical Education Teachers**. He is also a **consultant** for the Journal of Teaching in Physical Education and QuEST (Quality Improvement Experiential Student Training).



Dr. Ward, Phillip

- b Director of Physical Education Research, Ohio State University, United States
- b Director of the Master's Degree in Athletic Training, Ohio State University, United States
- Professor of Kinesiology, Department of Human Sciences, The Ohio State University, Ohio
- Professor, Department of Health, Physical Education, Recreation and Dance, Illinois State University, Illinois
- b Consultant to the Department of Education and Physical Education, City of Victoria, Australia
- Physical Education Teacher, Manningham Rd. Primary School, Victoria, Australia
- Ph.D. in Physical Education Teaching, Ohio State University, Ohio State University
- b Master of Arts in Physical Education Teaching, Victoria College, Victoria, Australia
- **b** Bachelor of Education, Deakin University, Australia
- b Graduate Diploma in Sport Science from Victoria College, Australia
- **b** Graduate Diploma in Teaching from North Brisbane College of Advanced Education, Australia
- Member of: International Association for Physical Education in Higher Education, National Academy of Kinesiology, National Association of Kinesiology in Higher Education, Society of Physical and Health Educators



Thanks to TECH you will be able to learn with the best professionals in the world"





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General Skills

- **b** Promote and facilitate learning in Primary Education, from a globalizing and integrating perspective of the different cognitive, emotional, psychomotor, and volitional dimensions
- **b** Apply specific knowledge to their work or vocation in a professional manner and possess the skills that are usually demonstrated through the development and defense of arguments and problem solving within their area of study
- **b** Develop as a teacher in in the area of Physical Education by applying specific skills and adapting lessons to the students' age



This program will allow you to acquire the necessary skills to develop your work with total guarantees of success"



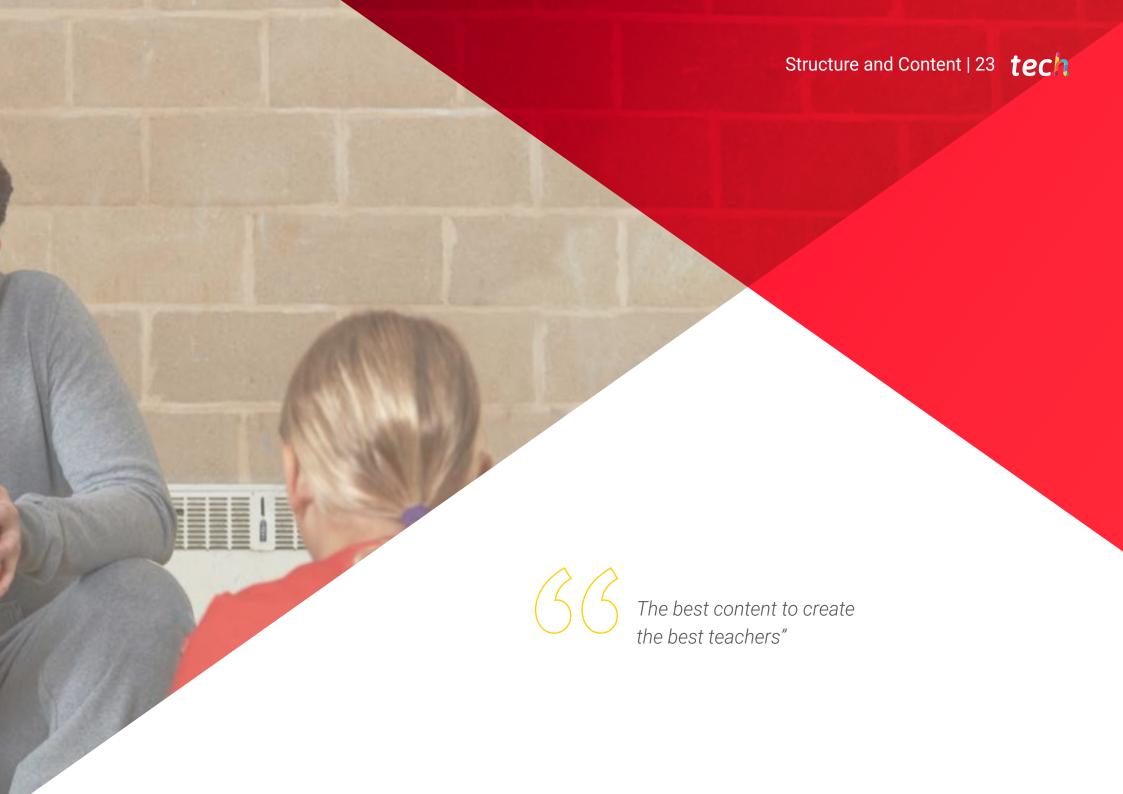




Specific Skills

- **þ** Apply intervention strategies appropriate to each educational level to establish a correct coexistence at school
- **b** Know the origins of Physical Education, its evolution and future challenges
- b Identify possible cases of bullying or school failure and intervene to solve them
- **b** Improve your teaching practice by applying the latest tools and methodologies
- **b** Design exercise programs for Physical Education lessons taking into account the age and characteristics of the students
- **b** Promote healthy lifestyle habits among students
- **b** Encouraging children's development through exercise
- **b** Know and explain psychomotor development
- **b** Apply games to daily activities in Physical Education
- **b** Use dance and corporal expression as educational tools in Physical Education





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Module 1. Education and Coexistence In and Outside of the Classroom

- 1.1. School Coexistence
 - 1.1.1. Definition of Coexistence
 - 1.1.2. Models on School Coexistence
 - 1.1.3. Development of Basic Skills for Good Coexistence
 - 1.1.4. School Spaces for Coexistence
- 1.2. Coexistence and Equality Plan
 - 1.2.1. The Coexistence and Equality Plan
 - 1.2.2. Objectives of the Coexistence and Equality Plan
 - 1.2.3. Phases of the Coexistence and Equality Plan
 - 1.2.4. Actions of the Coexistence and Equality Plan
 - 1.2.5. Evaluation of the Monitoring of the Coexistence and Equality Plan
- 1.3. Discrimination at School
 - 1.3.1. Concept of Discrimination
 - 1.3.2. Types of Discrimination
 - 1.3.3. Causes of Discrimination and How to Detect It
 - 1.3.4. Guidelines for Detecting Situations of Discrimination
- 1.4. School Conflict
 - 1.4.1. The Definition of Conflict
 - 1.4.2. Causes of the Conflict
 - 1.4.3. Characteristics of the Conflict
 - 1.4.4. Types of School Conflict
 - 1.4.5. Forms of Positive Conflict Resolution
- 1.5. Preventive Strategies and Intervention Techniques
 - 1.5.1. School Conflict Prevention Programs
 - 1.5.2. Negotiation at School
 - 1.5.3. School Mediation
 - 1.5.4. Intervention in Cases Detected





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- 1.6. Family and School
 - 1.6.1. Family-School Relationship
 - 1.6.2. Influence of the Family on School Coexistence
 - 1.6.3. Conflict Between the Family and the Education Center
 - 1.6.4. Action Protocol for School Conflict
 - 1.6.5. Recommendations for Families
- 1.7. Influence of the Media and Technology
 - 1.7.1. The Technological Era and its Influence in Social Relationships
 - 1.7.2. Advantages and Disadvantages of ICT for Coexistence
 - 1.7.3. Influence of ICT on School Conflict
 - 1.7.4. Cyber Risks in the Student Body
 - 1.7.5. Educational Tools for the Responsible Use of ICT
- 1.8. Teacher Professional Development Programs
 - 1.8.1. Learning by Doing
 - 1.8.2. Principles Guiding Effectiveness
 - 1.8.3. Utilitas, Firmitas and Venustas
 - 1.8.4. Proposals that Work
 - 1.8.5. The Student as an Indicator
 - 1.8.6. Program Evaluation and Program Improvement
 - 1.8.7. Feedback through Technologies
- 1.9. Towards Excellence in Teachers' Professional Development
 - 1.9.1. Premises and Principles of Teacher Professional Development Basis
 - 1.9.2. The Ingredients for Excellence
 - 1.9.3. Some Policy Suggestions
- 1.10. In-Service Teacher Training: Motivations, Achievements and Needs
 - 1.10.1. Concept of Lifelong Learning
 - 1.10.2. The Teacher as an Object of Research
 - 1.10.3. Methodological Approach
 - 1.10.4. Motivations for Continuing Education Activities
 - 1.10.5. Level of Participation in Training Activities
 - 1.10.6. Fields in which Training is Most in Demand

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Module 2. Knowledge of Physical Education and Sport in Primary School

- 2.1. History of Physical Education
 - 2.1.1. First Stage (First Half of the 19th century)
 - 2.1.2. Second Stage (Second Half of the 19th Century and First Half of the 20th Century)
 - 2.1.3. Third Stage (Second Half of the 20th century)
- 2.2. Currently
 - 2.2.1. Basic Motor Skills
 - 2.2.2. Sports
 - 2.2.3. Corporal Expression
 - 2.2.4. Motor Games
 - 2.2.5. Physical Activity for Health
 - 2.2.6. Activities in Nature
- 2.3. What is Physical Education Today?
 - 2.3.1. Unknowns to be Discovered
 - 2.3.2. Physical Education: Body and Movement
 - 2.3.3. Social Dimension of Physical Education
 - 2.3.4. The Sociocultural Perspective
- 2.4. Objectives and Contents
 - 2.4.1. Intentionality of Physical Education
 - 2.4.2. Objectives
 - 2.4.3. Current Content of Physical Education
- 2.5. Teaching Effectively
 - 2.5.1. How Should It Be Taught?
 - 2.5.2. How to be an Effective Teacher?
 - 2.5.3. Rules for Efficient Teaching-Learning
- 2.6. Pedagogical Aspects to Be Taken into Consideration
 - 2.6.1. Women
 - 2.6.2. Special Educational Needs
 - 2.6.3. Education for Nonviolence
 - 2.6.4. Discrimination and Social Exclusion
 - 2.6.5. Responsibility for the Environment
 - 2.6.6. Promoting Responsible Consumption

- 2.7. Relationships of Physical Education with Sport and Health
 - 2.7.1. Introduction
 - 2.7.2. Sport as Education/Learning
 - 2.7.3. Competitive Sports
 - 2.7.4. Sport as Health
- 2.8. Relationship Between Physical Education and Leisure Time
 - 2.8.1. Relations with Sports
 - 2.8.2. Maintenance Sports
 - 2.8.3. Recreational Sports
- 2.9. Body and Mind
 - 2.9.1. Human Physiology in Physical Exercise
 - 2.9.2. Lower Limb and Trunk
 - 2.9.3. Upper Limb and Neck
- 2.10. Challenges and Changes Facing Physical Education
 - 2.10.1. Education in the 21st Century
 - 2.10.2. Physical Education in the 21st Century
 - 2.10.3. Physical Education in the School of the Future

Module 3. Equality and Diversity in the Classroom

- 3.1. Basic Concepts of Equality and Diversity
 - 3.1.1. Equality, Diversity, Difference, Justice and Fairness
 - 3.1.2. Diversity as Something Positive and Essential to Life
 - 3.1.3. Relativism and Ethnocentrism
 - 3.1.4. Human Dignity and Human Rights
 - 3.1.5. Theoretical Perspectives on Diversity in the Classroom
 - 3.1.6. Bibliographical References
- 3.2. Evolution from Special Education to Inclusive Education in Early Childhood Education
 - 3.2.1. Key Concepts from Special Education to Inclusive Education
 - 3.2.2. Inclusive School Conditions
 - 3.2.3. Promoting Inclusive Education in Early Childhood Education
- 3.3. Characteristics and Needs in Early Childhood
 - 3.3.1. Acquisition of Motor Skills
 - 3.3.2. Acquisition of Psychological Development
 - 3.3.3. Development of Subjectivation



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- 3.4.1. The Hidden Syllabus
- 3.4.2. Intolerance and Xenophobia
- 3.4.3. How to Detect Bullying in the Classroom?
- 3.4.4. Bibliographical References
- .5. Main Factors of School Failure
 - 3.5.1. Stereotypes and Prejudices
 - 3.5.2. Self-Fulfilling Prophecies, the Pygmalion Effect
 - 3.5.3. Other Factors Influencing School Failure
 - 3.5.4. Bibliographical References
- 3.6. Inclusive and Intercultural School
 - 3.6.1. The School as an Open Entity
 - 3.6.2. Dialogue
 - 3.6.3. Intercultural Education and Attention to Diversity
 - 3.6.4. What is Intercultural Schooling?
 - 3.6.5. Problems in the School Environment
 - 3.6.6. Performance
 - 3.6.7. Proposals on Interculturality to Work in the Classroom
 - 3.6.8. Bibliographical References
- 3.7. Digital Exclusion in the Digital Information Society
 - 3.7.1. Transformations in the Digital Information Society
 - 3.7.2. Access to Information
 - 3.7.3. Web 2.0: From Consumers to Creators
 - 3.7.4. Risks Associated with the Use of ICT
 - 3.7.5. The Digital Divide: A New Type of Exclusion
 - 3.7.6. Education in the Face of Digital Exclusion
 - 3.7.7. Bibliographical References
- 3.8. The Inclusion of ICT in the Diverse School
 - 3.8.1. School Inclusion and Digital Inclusion
 - 3.8.2. Digital Inclusion at School, Advantages and Requirements
 - 3.8.3. Changes in the Conception of the Educational Process
 - 3.8.4. Transformations in Teacher and Student Roles

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	3.8.5.	ICT as an Element of Attention to Diversity
	3.8.6.	The Use of ICT for Students with Educational Developmental Support Needs
	3.8.7.	Bibliographical References
3.9. Active Learning Methodologies with ICT		earning Methodologies with ICT
	3.9.1.	Introduction and Objectives
	3.9.2.	ICT and the New Educational Paradigm: Personalization of Learning
	3.9.3.	Active Methodologies for Effective ICT Learning
	3.9.4.	Learning by Research
	3.9.5.	Collaborative and Cooperative Learning
	3.9.6.	Problem- and Project-Based Learning
	3.9.7.	Flipped Classroom
	3.9.8.	Strategies for Choosing the Right ICT for Each Methodology: Multiple Intelligences and Learning Landscapes
	3.9.9.	Bibliographical References
3.10. Collaborative Learning and Flipped Classroom		rative Learning and Flipped Classroom
	3.10.1.	Introduction and Objectives
	3.10.2.	Definition of Collaborative Learning
	3.10.3.	Differences with Cooperative Learning
	3.10.4.	Tools for Cooperative and Collaborative Learning: Padlet
	3.10.5.	Definition of Flipped Classroom
	3.10.6.	Didactic Actions for Programming Flipped
	3.10.7.	Digital Tools to Create your Flipped Classroom
	3.10.8.	Reversed Classroom Experiences
	3.10.9.	Bibliographical References
Mod	u le 4. Ir	nnovation and Improvement of Teaching Practice
4.1.	Innovati	on and Improvement of Teaching Practice
	4.1.1.	Introduction
	4.1.2.	Innovation, Change, Improvement, and Reform

4.1.3. The school Effectiveness Improvement Movement

4.1.5. How is Change Made? The Phases of the Process

4.1.4. Nine Key Factors for Improvement

4.1.6. Final Reflection

4.2.	Teaching Innovation and Improvement Projects			
	4.2.1.	Introduction		
	4.2.2.	Identification Data		
	4.2.3.	Project Justification		
	4.2.4.	Theoretical Framework		
	4.2.5.	Objectives		
	4.2.6.	Methodology		
	4.2.7.	Resources		
	4.2.8.	Timing		
	4.2.9.	Results Evaluation		
	4.2.10.	Bibliographical References		
	4.2.11.	Final Reflection		
4.3.	School Management and Leadership			
	4.3.1.	Objectives		
	4.3.2.	Introduction		
	4.3.3.	Different Concepts of Leadership		
	4.3.4.	The Concept of Distributed Leadership		
	4.3.5.	Approaches to Distributed Leadership		
	4.3.6.	Resistance to Distributed Leadership		
	4.3.7.	Final Reflection		
4.4.	The Tra	ining of Teaching Professionals		
	4.4.1.	Introduction		
	4.4.2.	Initial Teacher Training		
	4.4.3.	The Training of Novice Teachers		
	4.4.4.	Teacher Professional Development		
	4.4.5.	Teaching Skills		
		Reflective Practice		
	4.4.7.	From Educational Research to the Professional Development of Educators		
4.5.	Format	ive Creativity: The Principle of Educational Improvement and Innovation		
	4.5.1.	Introduction		
	4.5.2.	The Four Elements that Define Creativity		
	4.5.3.	Some Theses on Creativity Relevant to Education		

4.5.4. Formative Creativity and Educational Innovation

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- 4.5.5. Educational or Pedagogical Considerations for the Development of Creativity
- 4.5.6. Some Techniques for the Development of Creativity
- 4.5.7. Final Reflection
- 4.6. Towards a More Autonomous and Cooperative Learning (I): Learning How to Learn
 - 4.6.1. Introduction
 - 4.6.2. Why is Metacognition Necessary?
 - 4.6.3. Teaching to Learn
 - 4.6.4. Explicit Teaching of Learning Strategies
 - 4.6.5. Classification of Learning Strategies
 - 4.6.6. The Teaching of Metacognitive Strategies
 - 4.6.7. The Problem of Evaluation
 - 4.6.8. Final Reflection
- 4.7. Towards a More Autonomous and Cooperative Learning (II): Emotional and Social Learning
 - 4.7.1. Introduction
 - 4.7.2. The Concept of Emotional Intelligence
 - 4.7.3. Emotional Skills
 - 4.7.4. Emotional Education and Social and Emotional Learning Programs
 - 4.7.5. Techniques and Concrete Methods for the Training of Social Skills
 - 4.7.6. Integrating Emotional and Social Learning into Formal Education
 - 4.7.7. Final Reflection
- 4.8. Towards a More Autonomous and Cooperative Learning (III): Learning by Doing
 - 4.8.1. Introduction
 - 4.8.2. Active Strategies and Methodologies to Encourage Participation
 - 4.8.3. Problem-Based Learning
 - 4.8.4. Project Work
 - 4.8.5. Cooperative Learning
 - 4.8.6. Thematic Immersion
 - 4.8.7. Final Reflection
- 4.9. Evaluation of Learning
 - 4.9.1. Introduction
 - 4.9.2. A Renewed Assessment
 - 4.9.3. Modalities of Evaluation
 - 4.9.4. The Procedural Evaluation Through the Portfolio

- 4.9.5. The Use of Rubrics to Clarify the Evaluation Criteria
- 496 Final Reflection
- 4.10. The Role of the Teacher in the Classroom
 - 4.10.1. The Teacher as a Guide and Orientator
 - 4.10.2. The Teacher as Class Director
 - 4.10.3. Ways of Directing the Class
 - 4.10.4. Leadership in the Classroom and in the Center
 - 4.10.5. Coexistence in the Center

Module 5. Physical Education Didactics in Primary School

- 5.1. Motor Development
 - 5.1.1. Introduction
 - 5.1.2. Motor Development and Executive Functions in Children from 6 to 12 Years of Age
 - 5.1.3. Neuromotor
 - 5.1.4. Resources for Neuromotor Development
- 5.2. Good Motor Competence is Achieved by Good Motor Learning
 - 5.2.1. Introduction to the Subject
 - 5.2.2. Key Concepts
 - 5.2.3. Physical Education as Part of Constructivist Development
 - 5.2.4. Motor Competence and Its Ecological Approach
- 5.3. Play as an Educational Resource
 - 5.3.1. Introduction
 - 5.3.2. Is it Possible to Work on Motor Skills by Playing?
 - 5.3.3. Characteristics and Implementation of the Motor Game
 - 5.3.4. Types and Strategies of Motor Games
- 5.4. Objectives, Contents and Assessment of Physical Education in the Curriculum
 - 5.4.1. Physical Education Skills in Primary School
 - 5.4.2. Physical Education Objectives in Primary School
 - 5.4.3. Physical Education Assessment in Primary School
 - 5.4.4. Content Development Proposals
- 5.5. Contents: Hygienic-Postural Habits
 - 5.5.1. Introduction
 - 5.5.2. Articulation by Articulation

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- 5.5.3. The Strength
- 5.5.4. Strength Learning Methods for Primary School
- 5.6. Contents: Basic Physical Capabilities
 - 5.6.1. Introduction
 - 5.6.2. Resistance
 - 5.6.3. Speed
 - 5.6.4. Movement
- 5.7. Contents: Basic Motor Skills
 - 5.7.1. Introduction
 - 5.7.2. Displacements
 - 5.7.3. Turns
 - 5.7.4. Jumps
 - 5.7.5. Launches
 - 5.7.6. Receptions
- 5.8. Contents: Sports Activities in the Area of Physical Education
 - 5.8.1. Introduction
 - 5.8.2. Individual Sports
 - 5.8.3. Adversarial Sports
 - 5.8.4. Collective Sports:
 - 5.8.5. Evolution of the Conception of Sport up to the Present Day
- 5.9. Methodology in Physical Education in Primary Education
 - 5.9.1. Classroom Scheduling
 - 5.9.2. Elements of a Didactic Unit in Physical Education
 - 5.9.3. Physical Education Teaching Resources and Materials
- 5.10. New Methodological Proposals
 - 5.10.1. Excellence, Creativity and Learning
 - 5.10.2. ICT in Physical Education
 - 5.10.3. Gamification in Physical Education



Module 6. Physical Education, Health and Education in Values

- 6.1. Physical Education and Health
 - 6.1.1. Physical Education and Health
 - 6.1.2. Definition of Physical Education and its Relation to Health
 - 6.1.3. Physical Education and Health: Scientific Evidence
 - 6.1.4. Another Health-Related Term: Quality of Life
- 6.2. Physical Education and Health: Training in Primary Education (I)
 - 6.2.1. Fitness or Physical Condition
 - 6.2.2. Training and Adaptation
 - 6.2.3. Fatigue and Recovery
 - 6.2.4. Training Components
 - 6.2.5. Principles of Training
- 6.3. Physical Education and Health: Training in Primary Education (II)
 - 6.3.1. Athletic or Sporting Fitness
 - 6.3.2. Adaptation to Training
 - 6.3.3. Energy Systems of Energy Production
 - 6.3.4. Before You Start: Safety
 - 6.3.5. Conditional and Coordinative Capacities
- 6.4. Physical Education and Health: Training in Primary Education (III)
 - 6.4.1. Evaluation of the Intensity of Exertion in Physical Education
 - 6.4.2. Work of the Conditional Capacities in Physical Education: Primary School
 - 6.4.3. Evaluation of Conditional Abilities in Physical Education: Primary Education
- 6.5. Physical Education and Health: Basic First Aid (I)
 - 6.5.1. Introduction and General Principles
 - 6.5.2. Evaluation of the Injured Person
 - 6.5.3. Order of Action: Basic Cardiopulmonary Resuscitation
 - 6.5.4. Consciousness Alterations. Lateral Safety Position
 - 6.5.5. Airway Obstruction: Asphyxias
- 6.6. Physical Education and Health: Basic First Aid (II)
 - 6.6.1. Hemorrhages: Shock
 - 6.6.2. Trauma
 - 6.6.3. Injuries Due to Temperature

- 6.6.4. Neurological Emergencies
- 6.6.5. Other Emergencies
- 6.6.6. The First Aid Kit
- 6.7. Teaching of Physical Education in Relation to Health and Improvement of Quality of Life in Primary Education
 - 6.7.1. Hygiene in Physical Education
 - 6.7.2. Teaching First Aid in Primary Education
 - 6.7.3. Physical Activity and Health Contents
- 6.8. Physical Education Didactics in Relation to Education Values in Primary Education
 - 6.8.1. Methodology of Education in Attitudes, Values and Norms
 - 6.8.2. Influence of the Social Context on Education in Attitudes, Values and Norms
 - 6.8.3. Attitude, Values and Standards Education Evaluation
 - 6.8.4. Educational Intervention in Attitudes, Values and Norms in Physical Education
- 6.9. Present and Future of Physical Education
 - 6.9.1. Physical Education Today
 - 6.9.2. The Future of Physical Education
- 6.10. The Physical Education Professional
 - 6.10.1. Characteristics of the Physical Education Professional
 - 6.10.2. Design of Activities in Physical Education

Module 7. Anatomical, Physiological and Psychological Bases of Physical Education

- 7.1. Introduction to the Human Body
 - 7.1.1. The Human Body
 - 7.1.2. Levels of Organization
 - 7.1.3. Anatomical Position and Directions
 - 7.1.4. Axes and Body Planes
 - 7.1.5. The Cell and Tissues
 - 7.1.6. The Cell: Size, Shape and Composition
 - 7.1.7. Tissues. Type: Conjunctive, Muscular, and Nervous
- 7.2. The Bone and Joint System. Bone Growth and Development
 - 7.2.1. The Bone System
 - 7.2.2. Anatomical Structure: The Skeleton
 - 7.2.3. Bone Tissue and Bone Types

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- 7.2.4. Functions of the Skeletal System
- 7.2.5. The Articular System
- 7.2.6. Bone Growth and Development
- 7.3. The Muscular System. Muscular Growth and Development
 - 7.3.1. The Muscular System
 - 7.3.2. Structure of the Muscular System. Fibers and Myofibrils
 - 7.3.3. Muscle Contraction. Types of Contraction
 - 7.3.4. Functions of the Muscular System. Muscular Growth and Development
- 7.4. The Cardiorespiratory System. Evolutionary Characteristics of the System
 - 7.4.1. The Cardiorespiratory System
 - 7.4.2. Circulatory System
 - 7.4.3. Respiratory System
 - 7.4.4. Circulatory and Respiratory System Functions
 - 7.4.5. Basic Physiology of the Circulatory and Respiratory Systems
 - 7.4.6. Evolutionary Characteristics of the Cardio-Respiratory System
- 7.5. The Nervous System. Physical Education Classroom Implications
 - 7.5.1. The Nervous System
 - 7.5.2. Anatomical Organization and Structure
 - 7.5.3. Functions
 - 7.5.4. Evolutionary Characteristics and Implications for the System in Physical Education Classes
- 7.6. Blood
 - 7.6.1. Blood Characteristics
 - 7.6.2. Blood Plasma
 - 7.6.3. Formal Elements
 - 7.6.4. Red Blood Cells (Red Blood Cells)
 - 7.6.5. Leukocytes (White Blood Cells)
 - 7.6.6. Red Blood Cells and Coagulation
- 7.7. Energy Metabolism
 - 7.7.1. Energy Sources
 - 7.7.2. Carbohydrates
 - 7.7.3. Fats
 - 7.7.4. Proteins

- 7.7.5. Bioenergy ATP Production
- 7.7.6. ATP-PC System or Alactic Anaerobic System
- 7.7.7. Glycolytic or Lactic Anaerobic
- 7.7.8. Oxidative or Anaerobic
- 7.7.9. Energy Consumption at Rest and During Exercise
- 7.7.10. Adaptations to Aerobic Training
- 7.7.11. Causes of Fatigue
- 7.8. Evolutionary Characteristics of Human Behavior in Physical Education Classrooms
 - 7.8.1. Concept and Factors Influencing Student Growth and Development
 - 7.8.2. Psychological
 - 7.8.3. Neuromotor Area
 - 7.8.4. Cognitive Domain
 - 7.8.5. Socio-Affective Area
- 7.9. Psychology in Physical Education
 - 7.9.1. Human Behavior and Psychological Fields of Action in Physical Activity and Sport
 - 7.9.2. Psychology in Physical Activity and Sport: Praxis
 - 7.9.3. Problem Solving Techniques in Physical Activity and Sports
- 7.10. Development of Autonomy
 - 7.10.1. Control of One's Own Body
 - 7.10.2. The Evolution of Children's Autonomy

Module 8. Psychomotor Development of the Individual and its Treatment at School

- 8.1. Corporeality of the Individual
 - 8.1.1. Integrality of the Person and Psychophysical Relationships
 - 8.1.2. Ourselves
 - 8.1.3. Knowing the Entire Body
- 8.2. Motor Development
 - 8.2.1. Grow
 - 8.2.2. Motor Behavior and its Measurement
 - 8.2.3. Human Growth and Maturation
 - 8.2.4. Motor Development and the Influence of Physical Activity on Motor Development

- 8.3. Influence of Psychomotor Skills on Motor Development
 - 8.3.1. Motor Learning
 - 8.3.2. Objectives of Psychomotor Education
 - 8.3.3. Structuring of Motor Learning and Physical Development of the Child
 - 8.3.4. Psychomotor Skills and Education
- 8.4. Elements Influencing Psychomotor Development
 - 8.4.1. Body Image and Body Scheme
 - 8.4.2. Controlling Posture
 - 8.4.3. Breathing Control
 - 8.4.4. Laterality
 - 8.4.5. Spatial and Temporal Structuring
 - 8.4.6. Motor Coordination
 - 8.4.7. Relationship Between Early Learning and Psychomotor Skills
- 8.5. Disorders of Motor and Psychomotor Development
 - 8.5.1. What are Motor and Psychomotor Development Disorders?
 - 8.5.2. What are the Causes and Symptoms?
 - 8.5.3. How Do We Evaluate Psychomotor Development?
 - 8.5.4. Intervention Practices and Psychomotor Methodology
- 8.6. Basic Physical Capabilities
 - 8.6.1. Resistance
 - 8.6.2. Strength
 - 8.6.3. Speed
 - 8.6.4. Flexibility
 - 8.6.5. Agility
 - 8.6.6. Health Effects of Physical Activity
- 8.7. Motor Skills
 - 8.7.1. Communication
 - 8.7.2. What are Motor Skills?
 - 8.7.3. Motor Tasks and their Classification
 - 8.7.4. Motor Task Analysis
 - 8.7.5. Motor Tasks in Elementary Education

- 8.8. Principles of Motor Learning
 - 8.8.1. Motor Learning
 - 8.8.2. Implementation of Motor Learning
 - 8.8.3. Phases and Models of Motor Learning
 - 8.8.4. Factors Influencing Motor Learning
 - 8.8.5. Transfer and Motor Learning
- 8.9. What We Find in the Field of Physical Education
 - 8.9.1. What is Physical Education?
 - 8.9.2. What are your Objectives?
 - 8.9.3. What are its Contents?
 - 8.9.4. Individual Motor Actions in Stable Environments
 - 8.9.5. Motor Actions in Oppositional Situations
 - 8.9.6. Motor Actions in Cooperative Situations, with or without Opposition
 - 8.9.7. Motor Actions in Situations of Adaptation to the Physical Environment
 - 8.9.8. Motor Actions in Artistic or Expressive Situations

Module 9. Individual and Collective Theory and Practice of the Game and Sport

- 9.1. Motor Play and Sport in the Educational Environment
 - 9.1.1. What are Motor Games?
 - 9.1.2. Characteristics of Motor Games
 - 9.1.3 Classification of Motor Games
 - 9.1.4. What is Sport?
 - 9.1.5. Characteristics of Sports
 - 9.1.6. Classification of Sports
- 9.2. Methodology and Teaching
 - 9.2.1. Traditional and Compressive Teaching Models
 - 9.2.2. Traditional Teaching Styles
 - 9.2.3. Participatory Teaching Style
 - 9.2.4. Cognitive Teaching Styles
 - 9.2.5. Submission of Papers
 - 9.2.6. Aspects to be Taken into Account in the Teaching-Learning Process

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9.3.	Games		
	9.3.1.	What are Popular Games?	
	9.3.2.	Popular Games: Classification, Distribution and Description	
	9.3.3.	What are Traditional Sports?	
	9.3.4.	Traditional Sports: Classification, Distribution and Description	
	9.3.5.	Popular, Traditional and Autochthonous Games	
9.4.	Individual Sports: Athletics		
	9.4.1.	Concept and Classification of Individual Sports	
	9.4.2.	Displacements	
	9.4.3.	Jumps	
	9.4.4.	Launches	
	9.4.5.	Regulations, a Detailed Analysis	
9.5.	Individual Sports: Rhythmic Gymnastics		
	9.5.1.	Individual Sport. Characteristics and Technical and Tactical Aspects	
	9.5.2.	From Basic to More Complex Skills	
	9.5.3.	Specialties in: Rhythmic Gymnastics and Artistic Sports Gymnastics	
9.6.	Adversarial Sports: Badminton		
	9.6.1.	Concept and Classification of Adversary Sports	
	9.6.2.	Racquet Sports: Badminton	
	9.6.3.	Basic Rules	
	9.6.4.	Clarification on Strokes and Displacements	
9.7.	Adversa	arial Sports: Judo	
	9.7.1.	Adversarial Sport. Common Characteristics and Technical and Tactical Aspects	
	9.7.2.	Judo as a Model	
	9.7.3.	Fundamentals of Foot Judo (<i>Tachi Waza</i>)	
	9.7.4.	Fundamentals of Ground Judo (Ne Waza)	
	9.7.5.	Judo Fundamentals	
9.8.	Team S	ports: Basketball	
	9.8.1.	Concept and Classification of Collective Sports	
	9.8.2.	Invasion Sport: Basketball	
	983	Basic Rules	

9.8.4. Phases of Offensive and Defensive Collective Play

9.9.	Team Sports: Volleyball			
	9.9.1.	Collective Sports. Common Characteristics and Technical and Tactica		
		Aspects		

- 9.9.2. Volleyball as a Network Sport
- 9.9.3. Regulations, Space and Communication
- 9.9.4. Regulatory and Technical Fundamentals

9.10. Games and Sports Activities

- 9.10.1. Motor Games and Sport as Social Integration
- 9.10.2. Motor Games and Sport as an Educational Tool
- 9.10.3. Motor Games and Sport as a Social Model of Integration
- 9.10.4. Use of Recycled or Alternative Materials
- 9.10.5. Relation of Games and Sports Activities with the Objectives
- 9.10.6. Relation of Games and Sports Activities with the Evaluation Criteria
- 9.10.7. Relation of Games and Sports Activities with the Contents
- 9.10.8. Future of Sports Games and Activities

Module 10. Artistic-Expressive Physical Activities: Dance, Rhythm and Corporal Expression

- 10.1. Fundamentals of Artistic-Expressive Physical Activities
 - 10.1.1. Justification in the Early Childhood Education Curriculum
 - 10.1.2. Area 1: Self-Awareness and Personal Autonomy
 - 10.1.3. Area 3: Languages: Communication and Representation
 - 10.1.4. Historical and Social Evolution
- 10.2. Artistic-Expressive Physical Activities in Education: Transversality
 - 10.2.1. Skills
 - 10.2.2. Area 2: Knowledge of the Environment
 - 10.2.3. Area 3: Languages: Communication and Representation

10.3. Pedagogical Bases of Corporal Expression

- 10.3.1. Body Language
- 10.3.2. The Body and Space
- 10.3.3. Body Language Techniques

10.4. Body Language: The Body

- 10.4.1. Body Scheme
- 10.4.2. Tonic Regulation
- 10.4.3. Postural Adjustment
- 10.4.4. Balance and Body Alignment
- 10.4.5. Laterality
- 10.4.6. Motor Coordination
- 10.4.7. Relaxation

10.5. Pedagogical Bases of Rhythmic Activities

- 10.5.1. Music
- 10.5.2. Time
- 10.5.3. Rhythm
- 10.5.4. The Movement
- 10.5.5. Methodology

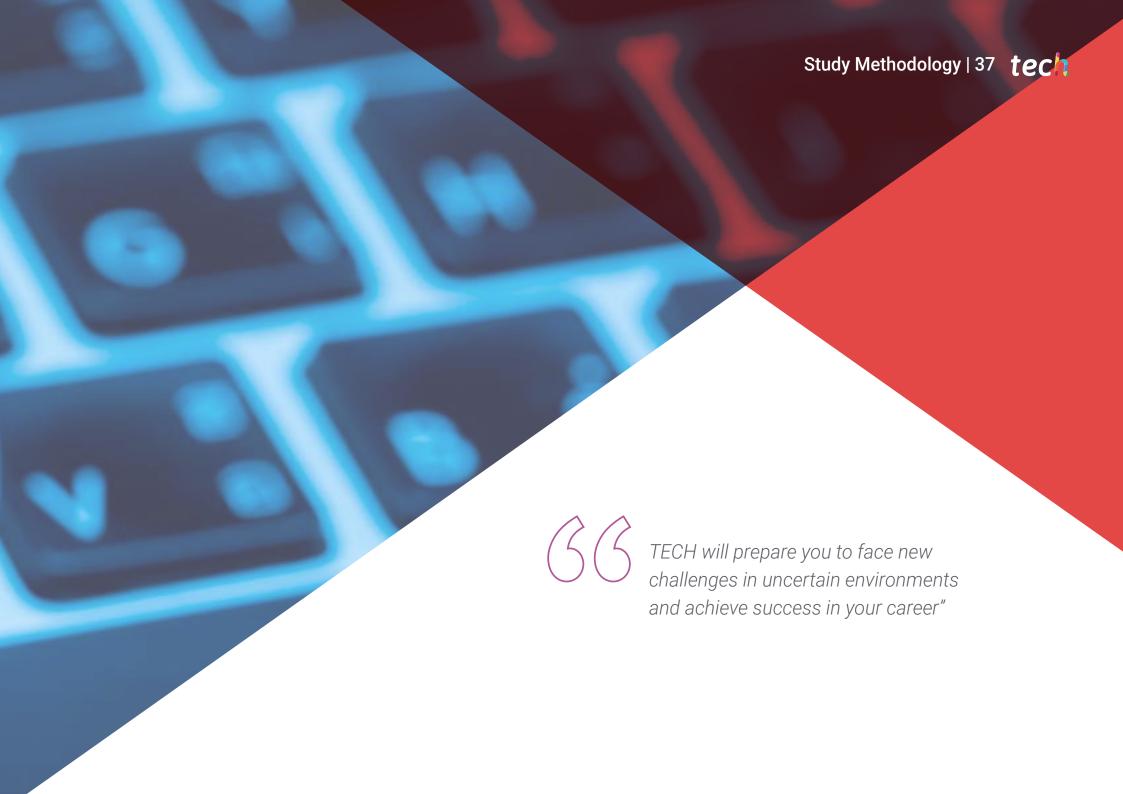
10.6. Pedagogical Bases of Dance

- 10.6.1. Definition of Dance
- 10.6.2. Dance Forms
- 10.6.3. Dance Dimensions
- 10.6.4. Elements of Dance
- 10.6.5. Objectives, Aspects and Classification of Dance
- 10.6.6. Choreography
- 10.6.7. Methodology

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- 10.7. Psychological Bases of Rhythm and Body Language
 - 10.7.1. Multiple Intelligences
 - 10.7.2. Emotions
 - 10.7.3. Personality
- 10.8. Psychological Bases of Dance
 - 10.8.1. Attention
 - 10.8.2. Motivation
 - 10.8.3. Creativity
 - 10.8.4. Learning and Memory
- 10.9. Dance at School
 - 10.9.1. Choreographed Dances
 - 10.9.2. Creative Dances
 - 10.9.3. Methodology of Dance Activities
- 10.10. Programming and Evaluation
 - 10.10.1. Programming in the First Cycle of Early Childhood Education
 - 10.10.2. Evaluation in the First Cycle of Early Childhood Education
 - 10.10.3. Programming in the Second Cycle of Early Childhood Education
 - 10.10.4. Evaluation in the Second Cycle of Early Childhood Education



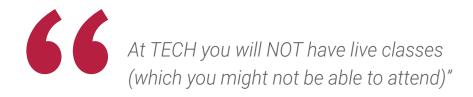


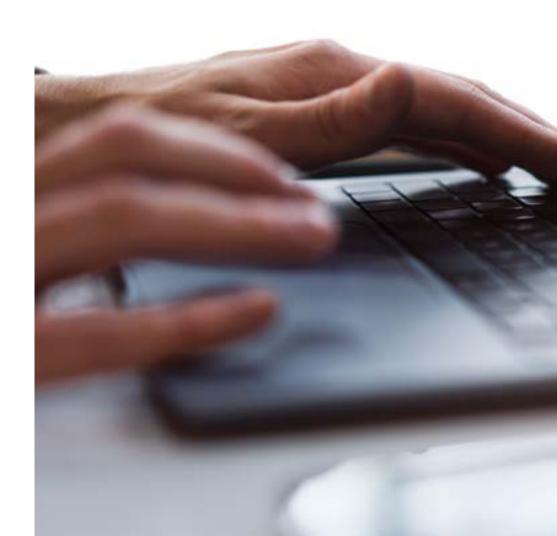
The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.









The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.



TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want"

tech 40 | Study Methodology

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

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



tech 42 | Study Methodology

A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

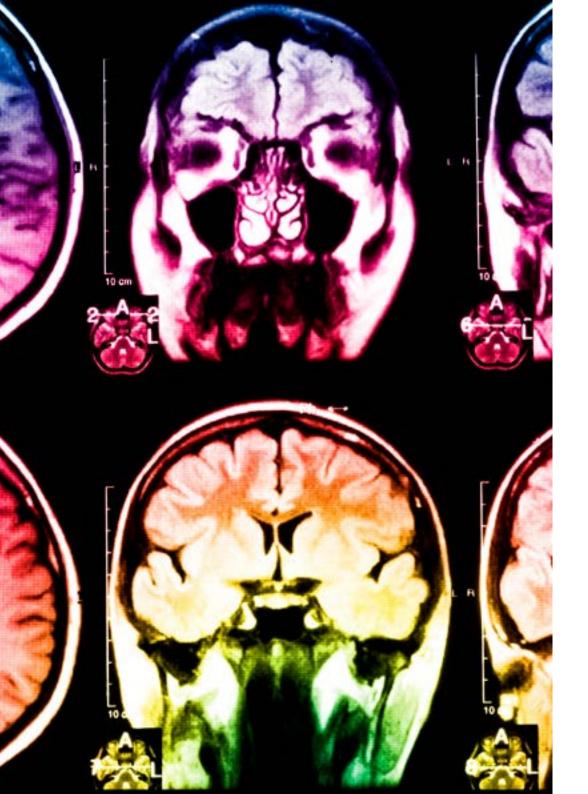
Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

- 1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
- 2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
- 3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
- 4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



Study Methodology | 43 tech

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.

tech 44 | Study Methodology

As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

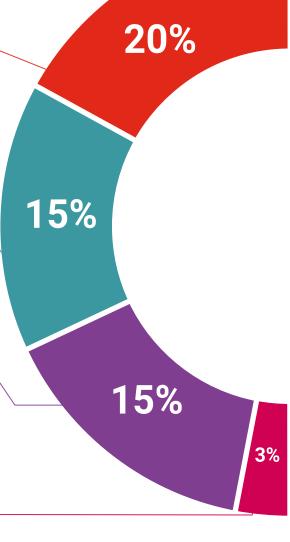
You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

We present 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".





Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.

Study Methodology | 45 tech



Students will complete a selection of the best case studies in the field.

Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



Classes

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

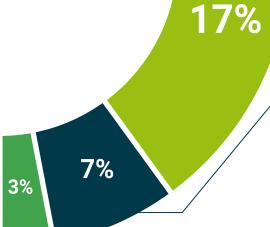




Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.









tech 48 | Certificate

This program will allow you to obtain your **Master's Degree diploma in Physical Education Teacher in Primary Education** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

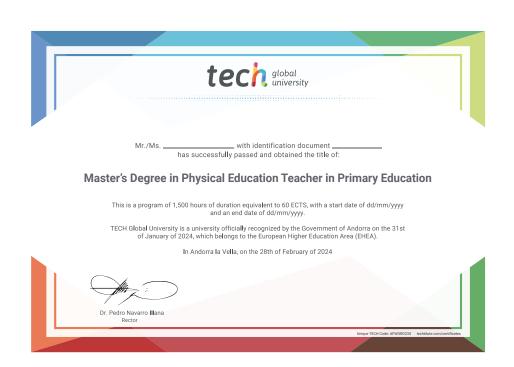
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

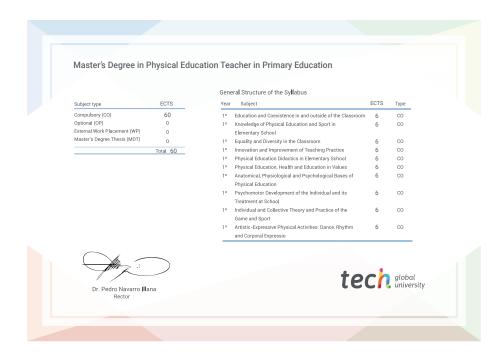
Title: Master's Degree in Physical Education Teacher in Primary Education

Modality: online

Duration: 12 months

Accreditation: 60 ECTS





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

tech global university

Master's Degree Physical Education Teacher in Primary Education

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

