



Module Descriptor

Title	Principals of Human Movement		
Session	2025/26	Status	Published
Code	SPOR08040	SCQF Level	8
Credit Points	30	ECTS (European Credit Transfer Scheme)	15
School	Health and Life Sciences		
Module Co-ordinator	Colin Brow		
Summary of Module			
<p>Building on skills and concepts covered in the first year, this module explores fundamental principles relating to human movement (kinesiology and motor learning), dysfunctional movement and performance (sports conditioning, motor learning and kinesiology) and psychology with motor learning concepts (Human movement). Together with applied practical key principals of functional anatomy, applied biomechanics of joints and movement, as part of the human conditioning process. The student will have opportunities to analyse and define what equates to efficient neuromusculoskeletal human movement.</p> <p>During the course of this term, this module will assist the student in the development of key ‘I am UWS Graduate Attributes’ to allow those that complete this module to be:</p> <p>Universal:</p> <p>Critical thinker</p> <p>Analytical</p> <p>Research-minded.</p> <p>Work Ready:</p> <p>Knowledgeable</p> <p>Digital literate</p> <p>Motivated</p> <p>Successful:</p> <p>Autonomous</p> <p>Resilient</p> <p>Transformational</p> <p>Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.</p>			

Module Delivery Method	On-Campus¹ <input type="checkbox"/>	Hybrid² <input checked="" type="checkbox"/>	Online³ <input type="checkbox"/>	Work -Based Learning⁴ <input type="checkbox"/>		
Campuses for Module Delivery	<input type="checkbox"/> Ayr <input type="checkbox"/> Dumfries	<input checked="" type="checkbox"/> Lanarkshire <input type="checkbox"/> London <input type="checkbox"/> Paisley	<input type="checkbox"/> Online / Distance Learning <input type="checkbox"/> Other (specify)			
Terms for Module Delivery	Term 1	<input checked="" type="checkbox"/>	Term 2	<input type="checkbox"/>	Term 3	<input type="checkbox"/>
Long-thin Delivery over more than one Term	Term 1 – Term 2	<input type="checkbox"/>	Term 2 – Term 3	<input type="checkbox"/>	Term 3 – Term 1	<input type="checkbox"/>

Learning Outcomes	
L1	Define and understand fundamental principles and terminology relating to human movement.
L2	Analyse and interpret factors affecting or relating to human movement
L3	Undertake introductory data collection and analysis methods to investigate human movement.
L4	
L5	

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	SCQF 8 Demonstrating critical understanding of principles relevant to human movement such as psychology, anatomy, motor learning, and biomechanics.
Practice: Applied Knowledge and Understanding	SCQF 8 Developing and deploying a range of laboratory skills to evaluate factors that impact or relate to human movement. Applying practical preparation and interventions strategies that account for the processes and limitations of the human movement system
Generic Cognitive skills	SCQF 8

¹ Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

² The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

³ Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

⁴ Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

	<p>Undertaking critical analysis and evaluation of concepts, information and issues pertinent to human movement.</p> <p>Using a range of approaches to formulate and critically evaluate evidence-based solutions to interventions.</p>
Communication, ICT and Numeracy Skills	<p>SCQF 8</p> <p>Conveying complex information to a range of audiences and for a range of purposes.</p> <p>Using a range of standard ICT applications to process and obtain data.</p>
Autonomy, Accountability and Working with Others	<p>SCQF 8</p> <p>Exercising autonomy and initiative in practical sessions but also work as part of a team.</p>

Prerequisites	Module Code	Module Title
	Other	
Co-requisites	Module Code	Module Title

Learning and Teaching	
<p>In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.</p> <p>The teaching and learning approach will utilise a combination of blended and face to face delivery. Core theoretical content will be predominantly delivered through a series of online materials. Face to face sessions will comprise of applied practical sessions, scenarios and tutorials. Much of the learning will be achieved through formative practical challenges, directed independent study tasks, group work and/or class discussion with creative problem solving.</p>	
Learning Activities	Student Learning Hours
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Laboratory / Practical Demonstration / Workshop	36
Asynchronous Class Activity	18
Independent Study	246
n/a	
n/a	
n/a	
TOTAL	300

Indicative Resources
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>Behnke R S and Plant J (2021) Kinetic Anatomy. Human Kinetics.</p>

Houglum. P (2001). Therapeutic Exercise for Musculoskeletal Injuries - 2nd Edition (Athletic Training Education). Human Kinetics.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements

In line with the [Student Attendance and Engagement Procedure](#), Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

100% Attendance at all module events and consistent weekly engagement with online materials.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: [UWS Equality, Diversity and Human Rights Code](#).

In line with current legislation (Equality Act, 2010) and the UWS Equality, Diversity, and Human Rights Code, our modules are accessible and inclusive, with reasonable adjustment for different needs where appropriate. Module materials comply with University guidance on inclusive learning and teaching, and specialist assistive equipment, support provision and adjustment to assessment practice will be made in accordance with UWS policy and regulations. Where modules require practical learning or assessment, alternative formats and/or roles will be provided for students with physical disabilities which impact participation.

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	Sport Exercise Health
Overall Assessment Results	<input type="checkbox"/> Pass / Fail <input checked="" type="checkbox"/> Graded
Module Eligible for Compensation	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.
School Assessment Board	Sport, Exercise & Health
Moderator	Duncan Buchan
External Examiner	E Bradley
Accreditation Details	
Module Appears in CPD catalogue	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Changes / Version Number	1.1

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Class test
Assessment 2
Presentation/ portfolio
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Class test (written)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	50	1

Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Presentation	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	50	0.5

Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Combined total for all components						100%	1.5 hours

Change Control

What	When	Who