



Universitas Negeri Surabaya
Faculty of Sports and Health Sciences
S1 Sports Coaching Education Study Program

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date		
Fencing Sports Regulations and Refereeing	8520204435		T=1 P=0 ECTS=1.59	6	July 18, 2024		
AUTHORIZATION	SP Developer		Course Cluster Coordinator		Study Program Coordinator		
		Dr. Or. Muhammad, S.Pd., M.Pd.		
Learning model	Case Studies						
Program Learning Outcomes (PLO)	PLO study program which is charged to the course						
	Program Objectives (PO)						
	PLO-PO Matrix						
		P.O					
Short Course Description	Theoretical study and practical application of the fundamental rules of refereeing include the concept of match systems, game rules (foil weapons, epee and sabre), hand signals, body coordination and concentration. learning is carried out using a collaborative strategy with cooperative activities, coordination activities and organization of learning experiences. The lecture activities ended with practice practicing match leading techniques and evaluating skills in the sport of fencing.						
	References	Main : 1. Patron, 1996. The FIE Rules Competitions, London : The British Fencing Association, Rothchild Road Chiswick. 2. PB. IKASI, 2002. Perkembangan Anggar Di Indonesia. Jakarta 3. Pitman, B. 1988. Fencing Techniques of Foil, Epee and Sabre. Ramsbury. The Crowood Press Ltd. 4. Silva, D,H. 1997. Fencing The Skills Of The Games. Marlborough. Crowood Press. 5. Soeratman, A.Tick, 2004. Peraturan Pertandingan Anggar FIE. Jakarta PB. IKASI.					
	Supporters:						
Supporting lecturer	Dr. Rini Ismalasari, S.Pd., M.Kes. Achmad Rizanul Wahyudi, S.Pd., M.Pd.						
Week-	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)
		Indicator	Criteria & Form	Offline (offline)	Online (online)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)

1	Able to know in general and specifically the game of fencing	Course rules Explanation of history and development Structured distribution of tasks	Criteria: A grade is obtained if you do all the questions correctly.	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
2	Able to know generally and specifically about the game of fencing	§ Understanding of Fencing: - Foil - Epee - saber § Structured division of tasks	Criteria: Full marks are obtained if you do all the questions correctly.	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
3	Able to know and practice the foil game	Explanation of the game: - Ready stance - Forward - Back - Jump - Attack - coordination	Criteria: Grade A if you can do it well and correctly	Lectures, discussions, questions and answers, demonstrations, tactical 4 X 50			0%
4	Able to know and practice the Epee game	Explanation of the game: - Ready stance - Forward - Back - Jump - Attack coordination	Criteria: Grade A if you do it well and correctly.	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
5	Able to know and practice saber games	Explanation of the game: - Ready stance - Forward - Back - Jump - Attack coordination	Criteria: Grade A if you can do it and understand it well and correctly	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
6	Able to know and practice the foil competition system	Explanation of: - Data processing - Competition system - Rules etc.	Criteria: Grade A if you can do it well and correctly	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
7	Able to know and practice the Epee competition system	Explanation of: - Data processing - Competition system, regulations, etc.	Criteria: Grade A if you can do it well and correctly	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
8	Able to know and practice the saber competition system	Explanation of: - Data processing - Competition system - Rules etc.	Criteria: Grade A if done well and correctly	Lectures, discussions, questions and answers, demonstrations, tactical approaches and 4 X 50 assignments			0%
9	uts			4 X 50			0%
10							0%

11							0%
12							0%
13							0%
14							0%
15							0%
16							0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

Notes

- 1. Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
- 2. The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- 3. Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- 4. Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
- 5. Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
- 6. Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
- 7. Forms of assessment:** test and non-test.
- 8. Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
- 9. Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
- 10. Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 11. The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
- 12. TM=Face to face, PT=Structured assignments, BM=Independent study.**