

SYLLABUS

SUBJECT RECREATIONAL GAMES

TEACHER MGR ARTUR PŁONKA

COURSE DESCRIPTION

The aim of teaching the subject Recreational Games is to prepare students to use various forms of plays to conduct classes for children, young people and adults.

The purpose of the subject is to methodologically:

- familiarize students with the possibility to use games and plays involving physical movement with children, young people and adults;
- familiarize student with a great number of games and plays involving physical movement and to practically acquire the skills to teach such games and plays methodologically;
- teach the skills of choosing, creatively verifying and independently creating new games and plays involving physical movement in different types of classes;
- familiarize students with the significance and purposes of games and plays involving physical movement in particular stages of personal development

ECTS

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LEARNING OUTCOMES

- acquisition of a great number of games and plays involving physical movement
- acquisition of the skills to choose, creatively verify and independently create new games and plays involving physical movement adopted to various types of classes
- acquisition of skills to independently conduct classes using games and plays involving physical movement

GRADING POLICY

- compulsory attendance at all classes
- active participation in classes
- acquiring knowledge presented during classes
- conducting chosen games and plays

TIMETABLE

To be prescribed

TEXTBOOK AND REQUIRED MATERIALS

Eckert A., Sports Classes in Kindergarten. Jedność, Kielce 2004.

Griesbeck J., Games for a Group. Jedność, Kielce, 1990.

Griesbeck J., Games for Expeditions. Jedność, Kielce, 2001.

Guła-Kubiszewska H., Lewandowski M., How to Formulate Lesson Aims and Purposes? Physical and Health Education no 3, 1998.

Flemming I, Fritz J., Observation Games. Jedność, Kielce, 1999.

Flemming I, Fritz J., Quieting Games. Jedność Kielce, 1999

Fuchs B., Games and Plays for Good Atmosphere in a Group. Jedność, Kielce 1999

Nawara H., Nawara U., Integrated Games and Plays. AWF, Wrocław, 2001.

Vopel K.W., Interactive Games and Plays for Children and Young People. Part 1: Contacts, Perception, Identity. Jedność, Kielce, 1999.

Vopel K.W., Interactive Games and Plays for Children and Young People. Part 2: Feeling, Friends and Family. Jedność, Kielce, 1999.

Vopel K.W., Interactive Games and Plays for Children and Young People. Part 3: Communication, Body, Trust. Jedność, Kielce, 1999.

Vopel K.W., Interactive Games and Plays for Children and Young People. Part 4: School, Feedback, Influence. Co-operation. Jedność, Kielce, 1999.

PREREQUISITES: NONE