

Faculty of Physical Education and Tourism

Course Unit					Teaching Physical Games and Activities		
Bachelor in Physical Education					Code: I/K/29		
Year of study	Semestr	Type	Workload (hours)		Contacts hours	ECTS credits	Language of instruction
I	I	semestral	75	Lectures	10	3	1. Polish 2. Polish with additional English suport for foreign students
				Problem solving	30		
Name (s) of lecturer (s)							
e-mail:							
Prerequisites:							
<p>Before the course unit the learner is expected to have:</p> <p>1.Basic knowledge on pedagogy and general didactics.</p> <p>2.Basics of physical education methodology.</p>							
Learning outcomes and competences							
<p>At the end of the course unit the learner is expected to:</p> <p>1.Know theories of games and movement games and the methodology of teaching them.</p> <p>2.Understand the importance of physical play in the process of social, mental and physical development of a human being in recreation and sport.</p> <p>3.Know and understand alternative educational concepts.</p> <p>4.Know the basic principles and methods of planning, organizing and conducting sports and recreational events.</p>							
Course contents (lectures):							
<p>1.Theories of play, various definitions of play, functions and features of play; game definitions, classification of movement games and activities.</p> <p>2.Methodical aspects of teaching games and movement games.</p> <p>3.Principles of organizing a fun and movement games festival.</p>							
Course contents (problem solving):							

1. Introduction to the meaning and tasks of movement games and plays in particular stages of personal development.
2. Elements of lesson organization: managing a team of students, ordering, instructing, selecting games and activities.
3. Lesson outline.
4. Fun and movement games in lessons of team games, sports games, gymnastics, athletics..
5. Creating varieties of games and movement games.
6. New and traditional recreational games.
7. The use of non-standard equipment.

Teaching and learning methods:

Methods based on the students' practical activity of direct and indirect nature (performing didactic tasks in a specific school, simulation method, drama).

Assessment methods:

1. Continuous evaluation
2. Practical Work
3. Exam

Recommended reading

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| 1. | Bronikowski M., Ślebioda R., Bronikowska M., Janowska M.: <i>Wychowanie Fizyczne Poprzez Zabawy i Gry Ruchowe</i> , AWF Poznań, Poznań 2007 |
| 2. | Bronikowski M., Muszkieta R.: <i>Zabawy i gry ruchowe w kształceniu zintegrowanym</i> , Pracownia Wydawnicza „HELVETICA”, Poznań 2002 |
| 3. | Bondarowicz M., Staniszewski T.: <i>Wielka księga zabaw i gier ruchowych. Część 1 wiosenno letnie ciepłe dni</i> , Wyd. BK, 2007 |
| 4. | Bondarowicz M., Staniszewski T.: <i>Wielka księga zabaw i gier ruchowych. Część 2 jesienno zimowe chłodne dni</i> , Wyd. BK, 2007 |
| 5. | Powell B., (2018) <i>Fun Games and Physical Activities to Help Heal Children Who Hurt</i> , Singing Dragon. |

Authorisation – course coordinator and course teachers (signatures):