

CLASS CARD: FUN AND GAMES MOVEMENT

Basic classes	Code in the study plan	ECTS
PE - Conditioning	FV-42	1

Education profile	Practical
Faculty and field of study	Rehabilitation
Studies program in which the subject is realized	Physiotherapy
Professor's name	Izabela Rutkowska
Level of studies (eg. bachelor, master)	5 year linear master study
Study year and semester	1/ I
Language	English
Method of realization (stationary/ distance learning)	stationary
Lectures/classes hours	15
Form of passing classes	practical
Type of subject (obligatory/ facultative)	obligatory
Prerequisites	Student has knowledge of physical education at secondary school level

DETAILED INFORMATION

Course aims and objectives

1	Basic information about the safety and organization of fun and games movement for people with and without disabilities
2	Methodology and practical skills of conducting fun and games movement for people with and without disabilities
3	Specificity of conducting recreational activities based on fun and games movement with people with various types of disabilities

LEARNING OUTCOMES IN KNOWLEDGE, SKILLS AND SOCIAL COMPETENCES FOR CLASSES

Learning outcome	Subject's learning outcomes
KNOWLEDGE	
K_W16	<ul style="list-style-type: none"> Safety and organization of fun and games movement for people without disabilities and with special needs Selection of methods, forms and means in the activities of physical activity based on fun and games movement for people without disabilities and with special needs

	<ul style="list-style-type: none"> Goals of classes are based on fun and games movement in physical education, sports, physical recreation and physical rehabilitation
SKILLS	
K_U16	<ul style="list-style-type: none"> Able to use fun and games movement in the process of teaching and improving motor skills, taking into account developmental aspects Ability to apply the appropriate methodology of fun and games movement for people with different functional possibilities Can plan, develop and carry out activities based on fun and games movement for non-disabled people and with different types of disabilities
K_U17	<ul style="list-style-type: none"> Physical skills necessary to carry out activities based on fun and games movement Physical skills necessary to participate in various forms of physical activity based on fun and games movement
SOCIAL COMPETENCES	
K_K06	<ul style="list-style-type: none"> Able to independently develop, organize and carry out classes based on fun and games movement, taking responsibility for the effects of their actions Can implement tasks using security principles.

SUBJECT PROGRAM CONTENT DIVISION BY FORMS OF IMPLEMENTATION

FORM OF CLASSES – LECTURE - subject		Reference to subject-specific learning outcomes
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SC1	Acquainting with the principles of safety and the way of organization of fun and games movement for people without disabilities	KW_14; K_U01; K_U02; K_U19; K_K10
SC2	Methodical demonstration - application of selected methods, means and forms in classes using fun and games movement for people without disabilities	KW_14; K_U01; K_U02; K_U19; K_K10
SC3-SC4	Methodology of fun and games movement for non-disabled people Conducting the indicated types of fun and games movement by the student	KW_14; K_U01; K_U02; K_U19; K_K10
SC5	Lecture on the specifics of conducting activities based on of fun and games movement for people with various disabilities. Methodical demonstration -	KW_14; K_U01; K_U02; K_U19; K_K10

	application of selected methods, means and forms in classes using fun and games movement	
SC6-SC8	Methodology of fun and games movement for non-disabled people Conducting the indicated types of fun and games movement by the student	KW_14; K_U01; K_U02; K_U19; K_K10

PLANNED METHODS/FORMS/TEACHING MEANS

Program content	Teaching methods/forms
1-8	Discussion, Practical activities, Conducting part of the classes by the students
Teaching resources: sports equipment	

METHODS OF VERIFYING THE EXPECTED LEARNING OUTCOMES ACHIEVED BY THE STUDENT

Learning outcomes for classes	Assessment methods
1,2,5	Observation
3,4, 6-8	Practical test (conducting part of the classes by the students)

CONDITIONS FOR PASSING CLASSES:

1. Active presence at 1,2,5 classes
2. Conducting a part of the classes (3,4, 6-8)

ENGLISH BIBLIOGRAPHY

Basic	Delaney T. <i>101 Games and Activities for Children With Autism, Asperger's and Sensory Processing Disorders</i> (2009) ed. McGraw-Hill Education - Europe
Additional	

SELF STUDY

Full-time studies		Type of activity
Number of hours to complete the activity	ECTS	

15	1	Active presence at the classes
		Preparing for a practical test (Conducting part of the classes by the students) familiarize with the bibliography concerning exact topic, writing a scenario of the classes

Number of ECTS points that a student obtains in classes developing practical skills: 1

Author of the class card:	Name, surname and email
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