

Subject: THEORY AND METHODOLOGY OF TEAM GAMES

GENERAL INFORMATION

Organization unit	Faculty of Physical Education Chair of: Sport Games Chairman: Karol Gryko
Course name	Theory and methodology of team games
Subject code	WFI-32
Teaching language	English
Type of subject (obligatory/ facultative)	obligatory
Level of studies (eg. bachelor, master)	bachelor
Study year	2
Semester	4
ECTS points	2
Professor	Karol Gryko karol.gryko@awf.edu.pl
Studies program in which the subject is realized	PE
Method of realization (stationary/ distance learning)	stationary
Prerequisites	Motivation to learn new theories. Basic knowledge about structure of motion tasks and movement teaching proces

DETAILED INFOMATION

Course aims and objectives

Demands of the team games and the specificity of the structure of the start load of team games.
 The systematics of organizing offensive and defensive actions, and the methods and means of their implementation in the course of the sports competition.
 Presentation of teaching theory and selected aspects of team sports game training.

Main topics

No	Title
Lectures	
1.	Organization of classes, criteria for passing the subject. Basic concepts, concepts and definitions related to strenght and conditions preparing.
2.	Selected aspects of physical fitness in the context of motor system systematics.
3.	Criteria for the division and classification of sports disciplines in the context of the specificity of sports competition.
4.	Sport competition in team games, content structure and systematics of offensive and defensive actions.
5.	Systems for organizing offensive and defensive actions in basketball.
6.	Systems for organizing offensive and defensive actions in volleyball.
7.	Systems for organizing offensive and defensive actions in handball.
8.	Systems for organizing offensive and defensive actions in football.
9.	Basic concepts and definitions introducing to the problem of the teaching of movement in the context of the stages of mastery of motor activities. Selected aspects of information processing processes during physical activities.
10.	Stages of information processing during motor activities. Relationship of time and memory with undertaking motor activities.
11.	Selected concepts of learning and teaching movement activities in the context of team games.
12.	Principles, methods, forms and means of influence in the process of teaching movement. Selected aspects of organization and control of the effectiveness of the teaching proces.
13.	Selected aspects of training in sports games in the context of goals and tasks of sports training stages.
14.	Principles, methods, forms and means of influence in the process of training sports games.
15.	Test checking the konwledge.

CONDITIONS FOR PASSING CLASSES:

Test at the last lecture. Test containing 20 closed and semi-open questions.

45 points (maximum)

43-45 5

41-42 4.5

39-40 4

36-38 3.5

30-35 3.0

1 ECTS point = 25 hours students work (contact + self study)

TYPES OF CLASSES	HOURS
1. Contact lectures	30
2. Students' preparations of the presentations	5
3. Self study as preparation to the written exam	5



4. Self study as reading text prepared by the teacher	10
Total = 50 hours (ECTS 2 points)	

Author of the class card:	Name, surname and email
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