

## CLASS CARD: FUN AND GAMES MOVEMENT

Basic classes	Code in the study plan	ECTS
PE - Conditioning	FV-45	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
<b>KNOWLEDGE</b>	
K_W16	<ul style="list-style-type: none"> <li>Safety and organization of fun and games movement for people without disabilities and with special needs</li> <li>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</li> </ul>

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

## 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

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

## SELF STUDY

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

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

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

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