CLASS CARD

Basic classes	Code in the study plan	ECTS
Outdoor animation	TR/1/PK/APL	3

Education profile	
Faculty and field of study	Physical Education
Studies program in which the	Tourism and recreation
subject is realized	
Professor's name	Przemysław Płoskonka
Level of studies (eg. bachelor,	Bachelor
master)	
Study year and semester	1/11
Language	English
Method of realization	
(stationary/ distance learning)	Stationary
Lectures/classes hours	30 class hours
Form of passing classes	Zol
Type of subject	Obligatory
(obligatory/ facultative)	
Prerequisites	Basic physical fitness

DETAILED INFORMATION

Course aims and objectives

Equipping students with basic knowledge of games, including outdoor games and their proper selection according to needs.

Learning students to conduct and organize recreational and sports activities/movement games for children and adults in various conditions

Using games and plays to develop physical fitness

Development of positive social skills, including group interaction

LEARNING OUTCOMES IN KNOWLEDGE, SKILLS AND SOCIAL COMPETENCES FOR CLASSES

Learning outcome	Subject's learning outcomes	
KNOWLEDGE		
K_W02	Knows the basic concepts of movement games and activities	
K_W08	Understands the concept of recreation as a form of social activity	
K_W15	Knows how to construct a proper scenario for a recreational and sports event.	

SKILLS		
K_U01	Can effectively organize and carry out a movement game and play.	
K_U04	Able to use movement games in shaping physical fitness	
K_U07	Can construct a scenario and implement a recreational and sports event	
SOCIAL COMPETENCES		
K_K06	With his attitude, he inspires participants in recreational activities to undertake independent recreational activities.	
K_K09	Demonstrates concern for the safety of those participating in recreational activities.	

SUBJECT PROGRAM CONTENT DIVISION BY FORMS OF IMPLEMENTATION

FORM OF CLASSES – CLASSES – subject	Reference to subject- specific learning outcomes
Introduction to Sports Events and Outdoor Activities. Terms and definitions include play, game, sport, recreation, leisure time, group, team, leader, etc.	K_W02, K_W08, K_W15
Introduction to the icebreaker game, warm-up, and energizer. Practical implementation	K_U01, K_U04, K_U07, K_K06, K_K09
Introduction to the Indoor Games. Practical implementation: Board Game.	K_U01, K_U04, K_U07, K_K06, K_K09
Games of the Past—Sports for Today (Traditional games from Europe). The methodology of conducting the play and the game. Practical implementation of games and plays from the student's country.	K_U01, K_U04, K_U07, K_K06, K_K09
Introduction to the Outdoor Games. Practical implementation: Questing, Capture the flag, etc.	K_U01, K_U04, K_U07, K_K06, K_K09

PLANNED METHODS/FORMS/TEACHING MEANS

Program content	Teaching methods/forms
1-30	Practical classes, Self-work in task
	groups
Teaching resources: multimedia presentation and, class materials	

METHODS OF VERIFYING THE EXPECTED LEARNING OUTCOMES ACHIEVED BY THE STUDENT

Learning outcomes for classes	Assessment methods
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K_W02, K_W08, K_W15	Solving problem tasks
K_U01, K_U04, K_U07, K_K06, K_K09	Tasks are performed in groups and
	individually; observation and evaluation of
	the practical skills of the student

CONDITIONS FOR PASSING CLASSES:

- To be present min.80%.
- Pass min. three practical tasks to be prepared and performed

SAMPLE ASSESSMENT/EXAMINATION TOPICS

- 1. practical planning and execution of the board game
- 2. conducting selected traditional games

ENGLISH BIBLIOGRAPHY

Basic	
Additional	

SELF STUDY

Full-time	e studies	
Number of hours to complete the activity	ECTS	Type of activity
30	1,5	Contact classes
20	1	Students' preparations for the presentations
10	0,5	Self-study as reading text prepared by the teacher

Number of ECTS points that a student obtains in classes developing practical skills: 1,5

Author of the class card:	Name, surname and email:	
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