

1. GENERAL INFORMATION			
1.1.Course teacher	Assoc. Prof. Maja Horvatin-Fučkar, Ph.D.	1.6.Year of the study programme	5
1.2.Name of the course	ELEMENTARY GAMES	1.7.Credits (ECTS)	2
1.3.Associate teachers		1.8.Type of instruction (number of hours L + S + E + e-learning)	30 (18L+12E)
1.4.Study programme (undergraduate, graduate, integrated)	Integrated	1.9.Expected enrolment in the course	100
1.5.Status of the course	Elective	1.10.Level of application of e-learning (level 1, 2, 3), percentage of online instruction (max. 20%)	
2. COURSE DESCRIPTION			
2.1.Course objectives	To develop competences in the students for optimal selection of the games applicable by their contents to the development of certain anthropological characteristics of those involved in physical exercise in the areas of physical education, sport and physical recreation.		
2.2.Course enrolment requirements and entry competences required for the course	No enrolment requirements.		
2.3.Learning outcomes at the level of the programme to which the course contributes	Knowing the games and their classification. Types and characteristics of elementary games. The selection of games according to different ages of participants (for children of preschool age, younger and older school age, secondary-school age, higher-education age, adults). The selection of games aimed at the development of motor abilities (speed games, strength games, dexterity games ...) and at the development of physical condition abilities. The selection of games with the application of diverse requisites. The selection of games with regard to specific characteristics of space in which they are played. The selection of games in various organizational forms. Relay games. Team games. Elementary games with basic elements specific for various sports and/or sports disciplines. Elementary games in physical recreation. Elementary games in top-level sport. Elementary games suitable for the persons with special needs.		
2.4.Learning outcomes expected at the level of the course (4 to 10 learning outcomes)	<p>The students will be able to:</p> <ul style="list-style-type: none"> - understand the role of elementary games in everyday life, in PE classes, in physical recreation and in sports training; - apply adequate games according to: age, gender, the level of motor and functional abilities, the level of motor knowledge/skill, specific attributes of certain sport and/or sport discipline, capacities of players, material conditions and working conditions; - design a game of their own, taking into account specific features of players and the aim of the game; - analyse and recognize advantages and disadvantages of a particular game as regards its aims and tasks and organizational and practical applicability; - work in small teams on the creation of games and seminar work preparation; - present the game within the practical part of the exam. 		
2.5.Course content broken down in detail by weekly class schedule (syllabus)	<p>Theoretical lectures (2 contact hours are allocated to each topic):</p> <ol style="list-style-type: none"> 1. The classification of games; characteristics, types and attributes of elementary games; relay games, team games. 		

	<p>2. Characteristics of elementary games according to the age of the participants; application of diverse organizational forms of work and various equipment tools and requisites.</p> <p>3. The elementary games for the development of basic motor abilities and the elementary games appropriate for the persons with special needs.</p> <p>Theoretical-practical lectures and exercises (2TPL hours +2E hours are allocated to each topic):</p> <ol style="list-style-type: none"> 1. Elementary games for preschool children. 2. Elementary games with the natural movement patterns I. 3. Elementary games with the natural movement patterns II. 4. Relay games. Games for the development of motor abilities. 5. Elementary games appropriate for the persons with special needs. 					
2.6.Format of instruction:	<input checked="" type="checkbox"/> lectures <input type="checkbox"/> seminars and workshops <input checked="" type="checkbox"/> exercises <input type="checkbox"/> on line in entirety <input type="checkbox"/> partial e-learning <input type="checkbox"/> field work	<input type="checkbox"/> independent assignments <input type="checkbox"/> multimedia and the internet <input type="checkbox"/> laboratory <input type="checkbox"/> work with mentor <input checked="" type="checkbox"/> theoretical-practical lectures	2.7.Comments:			
2.8.Student responsibilities	<ul style="list-style-type: none"> - To attend classes regularly (presence on the 80% of classes is stipulated – it includes all types of instruction: theoretical lectures, theoretical-practical lectures and exercises), pursuant to the general rules of class attendance at the Faculty of of Kinesiology); - To participate actively in instruction by creating work stimulating climate; - To produce a seminar essay; - To pass the practical part of the exam by the quality selection, coaching, demonstration and implementation of the game; - To pass the oral part of the exam. 					
2.9.Screening student work <i>(name the proportion of ECTS credits for each activity so that the total number of ECTS credits is equal to the ECTS value of the course)</i>	Class attendance	0.4	Research		Practical training	0.5
	Experimental work		Report		(other)	
	Essay		Seminar essay		(other)	
	Tests		Oral exam	0.6	(other)	
	Written exam	0.5	Project		(other)	
2.10. Grading and evaluating student work in class and at the final exam	<p>Class attendance 20%</p> <p>Written exam 25%</p> <p>Oral exam 30%</p> <p>Practical training 25%</p>					