



# UNIVERSITY OF NIŠ

**Course Unit Descriptor**

**Faculty**

**Faculty of Sport and Physical Education in Nis**

## GENERAL INFORMATION

Study program	Basic academic studies, physical education and sport
Study Module (if applicable)	
Course title	Methodics of games in physical education
Level of study	<input checked="" type="checkbox"/> Bachelor academic <input type="checkbox"/> Bachelor professional <input type="checkbox"/> Master's <input type="checkbox"/> Doctoral
Type of course	<input type="checkbox"/> Obligatory <input checked="" type="checkbox"/> Elective
Semester	<input type="checkbox"/> Autumn <input checked="" type="checkbox"/> Spring
Year of study	First
Number of ECTS allocated	5
Name of lecturer/lecturers	Branislav Dragić, Ph.D, full professor;
Teaching mode	<input checked="" type="checkbox"/> Lectures <input checked="" type="checkbox"/> Group tutorials <input type="checkbox"/> Individual tutorials <input type="checkbox"/> Laboratory work <input type="checkbox"/> Project work <input type="checkbox"/> Seminar <input type="checkbox"/> Distance learning <input type="checkbox"/> Blended learning <input checked="" type="checkbox"/> Other

## PURPOSE AND OVERVIEW (max. 5 sentences)

To familiarize students with the theoretical, practical and technical information that will update methodological procedures used in educational work with children and students. By theoretical and practical training, students are trained to be able to apply their knowledge and realize the teaching of game content in physical education.

## SYLLABUS (brief outline and summary of topics, max. 10 sentences)

Philosophical understanding of the game, definition of the game. The role of games in education of preschool children by age stage. Division of games with different criteria. The place and the role of play in the system of physical education. The importance of play in the development of motor skills. Connection of games with other body activities. Application of elementary games in physical education, observation and analysis of the practical realization of different games. Options of the methodical implementation of all phases of the game and their application. Game selection, preparation, lesson preparation, children, game content, learning the rules of the game, the game play, ending the game. Observation and analysis of classes in elementary and secondary schools.

## LANGUAGE OF INSTRUCTION

Serbian (complete course)     
 English (complete course)     
 Other \_\_\_\_\_ (complete course)

Serbian with English mentoring     
 Serbian with other mentoring \_\_\_\_\_

#### ASSESSMENT METHODS AND CRITERIA

Pre exam duties	Points	Final exam	points
Theory + practicals	10	Oral examination	40
Consulting	5		
Teaching colloquia 1	15		
Teaching colloquia 2 (concept of the game)	15		
Seminar paper	10		
Activity during lectures	5	<b>OVERALL SUM</b>	<b>100</b>

\*Final examination mark is formed in accordance with the Institutional documents