**SYLABUS**

**applies to the** 2023-2026 **education cycle**

(extreme dates)

2023/2024 academic year

**1. INFORMATION ABOUT THE SUBJECT**

|  |  |
| --- | --- |
| Name of the subject | Animation in tourism and recreation |
| Code of the subject\* |  |
| Name of the unit providing the course | College of Medical Sciences |
| Name of the unit carrying out the subject | Institute of Physical Culture Sciences |
| Field of study | Tourism and Recreation |
| Study degree | second-cycle studies |
| Profile | general academic |
| Form of studies | daytime |
| Year and semester(s) of study | year I, semester II |
| Type of subject | major |
| Language of lecture | Polish |
| Coordinator | dr Małgorzata Skrzęta |
| Name and surname of the instructor(s) | dr Małgorzata Skrzęta |

**\* *-****optional, as agreed with the Unit*

**1.1.Form of classes, numer of hours and ECTS points**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Semester  (no) | Lect. | Class | Conw. | Lab. | Sem. | Pract. | Intern. | Others (what?) | **ECTS points** |
| 2 |  | 15 |  |  |  |  |  |  | 2 |

**1.2. Type of classes**

x traditional classes

~~☐ online classes~~

**1.3 Form of credit** (of the course)(~~examination~~, marked credit, ~~unmarked credit~~)

**Classes - marked credit**

**2.PREREQUISITES**

|  |
| --- |
| Basic information on the principles of tourism and recreation |

**3. GOALS, LEARNING OUTCOMES, CURRICULUM CONTENT AND APPLIED DIDACTIC METHODS**

**3.1 Objectives of the course**

|  |  |
| --- | --- |
| C1 | Acquainting students with the specificity of animation in tourism |
| C2 | Ability to select and run animation scenarios in various conditions |
| C3 | Ability to adapt various forms of animation to the capabilities and interests of the participants of the classes. |

**3.2 Learning outcomes**

|  |  |  |
| --- | --- | --- |
| **EK** (learning outcome) | Content of the learning outcome defined for the subject | Reference to field outcomes |
| EK\_01 | The student has an in-depth knowledge of social phenomena and the rules governing them important from the perspective of tourism and physical recreation. | K\_W02 |
| EK\_02 | The student is able to undertake independent and creative activity in the field of organizing tourist and recreational events. | K\_U09 |
| EK\_03 | Student recognizes the motives of participation in physical recreation and identify tourist needs. | K\_U10 |
| EK\_04 | Develop professional achievements and observe the rules of professional ethics as an organizer of tourist and recreational events and fulfill social obligations for the social environment. | K\_K07 |

**3.3 Curriculum content** - legal and economic conditions of professional activity

Issues of the lecture

|  |
| --- |
| Content |
|  |
|  |

* Issues of ~~auditorium, seminar, laboratory exercises,~~ practical classes

|  |
| --- |
| Didactic content |
| **Year I, semester I** |
| Organizational classes. General characteristics of animation in tourism |
| Classification of animation in tourism |
| Fun and movement games in animation - examples. Allocation of topics for conducting classes by students. |
| Creating scenarios of games and activities in animation. |
| Fun and movement games in animation, individual conduct, evaluation. |
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| Fun and movement games in animation, individual conduct, evaluation. |
| Fun and movement games in animation, individual conduct, evaluation. |
| Creating animation scenarios. Individual conduct, assessment. |
| Creating animation scenarios. Individual conduct, assessment. |
| Creating animation scenarios. Individual conduct, assessment. |
| Test of the knowledge, completion of the course. Discussion of the results. |

**3.4 Didactic methods**

**Classes**

**practical methods**: practical exercises

**providing methods**: description and explanation with emphasis on the most common mistakes,

*Lecture: problem lecture, lecture with multimedia presentation, distance learning methods*

*Classes: text analysis with discussion, project method (research, implementation, practical), group work (solving tasks, discussion), didactic games, distance learning methods*

*Laboratory: carrying out experiments, designing experiments*

**4. ASSESSMENT METHODS AND CRITERIA**

**4.1 Ways of verifying learning outcomes**

|  |  |  |
| --- | --- | --- |
| Outcome symbol | Assessment methods of learning outcomes  (e.g. colloquium, oral exam, written exam, project, report, observation during classes) | Form of didactic classes  (lecture, class, ...) |
| Ek\_ 01 | Project | class |
| Ek\_ 02 | Project | class |
| Ek\_ 03 | obserwacja w trakcie zajęć – ocena  observation during classes - evaluation | class |
| Ek\_04 | observation during classes - evaluation | class |
| Ek\_05 | observation during classes - evaluation | class |
| Ek\_06 | observation during classes - evaluation | class |

**4.2 Conditions for passing the course (assessment criteria)**

|  |
| --- |
| The following will be assessed:  25% of the assessment is activity during classes, 75% of the assessment is the preparation of an outline and conducting a scenario for animation activities.  51-60% max. point - satisfactory (3.0)  61-70% max. point - satisfactory plus (3.5)  71-80% max. point - good(4.0)  81-90% max. point – good plus (4.5)  91-100% max. point - very good (5.0)  The final grade on the basis of partial grades. Active participation in classes.  Obtaining a positive assessment of the conduct and test. |

**5. TOTAL STUDENT'S WORK INPUT REQUIRED TO ACHIEVE THE INTENDED EFFECTS IN HOURS AND ECTS CREDITS**

|  |  |
| --- | --- |
| **Form of activity** | **Average number of hours to complete the activity** |
| Contact hours resulting from the study schedule | 15 |
| Others with the participation of an academic teacher  (participation in consultations, examination) | 15 |
| Non-contact hours - student's own work  (preparation for classes, examinations, writing a paper, etc.) | 20 |
| HOURS TOTAL | 50 |
| TOTAL NUMBER OF ECTS CREDITS |  |
|  | 2 |

\* Please note that 1 ECTS point corresponds to 25-30 hours of total student’s workload.

**6. PROFESSIONAL TRAINING WITHIN THE COURSE**

|  |  |
| --- | --- |
| hours |  |
| rules and forms of internship |  |

**7. LITERATURE**

|  |
| --- |
| **Basic:**  1.Bączek J.B, Animacja czasu wolnego w turystyce  2.Roman Trześniowski: „Zabawy i Gry Ruchowe”.  3.Zdobysław Stawczyk: „Gry i Zabawy Lekkoatletyczne”.  4.Marian Bondarowicz: „Zabawy i Gry Ruchowe”.  5.Sławomir Owczarek, Marian Bondarowicz: „Zabawy i Gry 6.Ruchowe w Gimnastyce Korekcyjnej”.  7.Maria Janikowska-Siatka, Edward Skrętowicz, Elżbieta Szymańska: „ Zabawy i Gry Ruchowe na lekcjach wychowania fizycznego i festynach sportowo- rekreacyjnych”.  8.Stanisława Starzyńska: „Materiały pomocnicze do Zajęć z zabaw  i gier ruchowych”.  9.Jerzy Urniaż, Marzena Jurgielewicz- Urniaż, Elżbieta Witkowicz: „Zabawy i gry ruchowe”. |
| **Supplementary:**  1.Stanisława Starzyńska: „ Materiały pomocnicze do zajęć  z zabaw i gier ruchowych”.  2.Jerzy Urniaż, Marzena Jurgielewicz- Urniaż, Elżbieta Witkowicz: „Zabawy i gry ruchowe”. |

Acceptance by the Head of the Unit or an authorized person