

Study program / study programs: Physical education and sports			
Type and level of studies: Basic academic studies			
Course title: THEORY AND TEACHING METHODS OF ELEMENTARY GAMES			
Lecturer or lecturers (for lectures): Koprivica Vladimir, Milanović Ivana			
Lecturer / Associate (for practice): Marković Miloš, Miletić Vladimir, Rajković Željko			
Course status: Obligatory			
ECTS: 3			
Condition: None			
Course objectives: The aim of the course is that students build the theoretical basis and skill foundation in the teaching methods of motor games and activities for practical work in preschool and school physical education, sports schools, sports training, working with children with special needs and so one.			
Course outcome: This course will contribute to student's knowledge on the theoretical basis in teaching methods of motor games and activities. The learning process would be successfully completed if student learns about theoretical settings of the game as a phenomenon, basic knowledge about the influence of the game on the integrity of children's development and the game as a teaching method. Student has to adopt certain motor skills and skills applicable in motor activities and games, also he/she has to be familiar with basic pedagogical and methodical principles in the application of games, depending on age (developmental), sexual characteristics, level of physical preparation or fitness. Student has to learn a certain fund of motor games and he has to be trained to apply them in practice. The most successful students should apply acquired knowledge and skills in the framework of regular practical classes (pre-school and school institutions, public events, etc.).			
Contents description <i>Theory teaching program:</i> Game as a phenomenon; Possibilities of assessing the degree of psychophysical development of the child through the game; The importance of games for the integrity of children's development; Creation and reorganization of motor stereotypes through the game; The importance of the game in early sports orientation and selection; The children's games and social relations; Application of games in kinesitherapy and corrective gymnastics; Application of games in pre-school physical education; Application of games in working with children and youth with special needs; Game as a method for the sublimation of symptomatic behavior. <i>Program of practical classes:</i> -The motor games in the function of organized placement and movement; -Motor games for the development of certain motor characteristics; -Games aimed at acquiring and developing skills with requisites; Practical classes in pre-school.			
References Jovanović, A. (2007): Integracija razvoja deteta kroz igru – izvodi iz literature, skripta za internu upotrebu (Integration of Child Development Through Game - Excerpts from Literature, Script for Internal Use), FSFV, Belgrade. Nemec, P. (1999): Elementarne igre i njihova primena (Elementary games and their application), Belgrade. Nišavić, M. (1964): Igre u fizičkoj kulturi (Games in Physical Culture), "Sportska knjiga", Belgrade. Tomić, D. (1969): Elementarne igre (Elementary Games), Partizan, Belgrade. Tomić, D. (1974): Vaspitanje igrom (Education with games), Partizan, Belgrade.			
Number of active classes			Other classes:
Lectures: 1	Practical classes: 2	Other forms of teaching: Study research work:	
Methods of teaching Theoretical lectures; practical lectures			
Knowledge assessment (maximum score 100)			
Pre-exam obligations	points	Final exam	points
Activity on classes	10	Practical exam	20
Practical classes	10	Oral exam	60
Colloquium		