

Study program: Sport				
Type and level of studies: Basic professional studies				
<b>Course title:</b> MOTORIC GAMES				
<b>Lecturer or lecturers</b> (for lectures): Jovanović S. Aleksandar				
<b>Lecturer / Associate</b> (for practice): Jovanović S. Aleksandar				
Course status: Elective				
<b>ECTS:</b> 4				
<b>Condition:</b> None				
<b>Course objectives:</b> The aim of the Motoric Games course is to enable the students of the Faculty of Sport and Physical Education to acquire theoretical knowledge and practical experience related to the possibilities of applying motor games as means and methods of educational work as an integral part of sports education and means of general and specific physical preparation, within pre-school and school physical education, sports schools, clubs and organizations, preventive or corrective actions, in working with children with special needs.				
<b>Course outcome:</b> Knowledge threshold is necessary for the student to successfully complete the learning process: - To govern the theoretical settings of the game as a phenomenon; To have gained basic knowledge about the influence of the game on the integrity of child development; That he mastered the game as a means of educational work; Had he adopted and perfected a certain motorcycle knowledge and skills applicable in motor games; Being familiar with basic pedagogical and methodological principles in the application of motor games, depending on age (developmental) and full characteristics, level of physical preparation or fitness; He had mastered a certain motor games fund and was trained to apply them in practice. - The most successful students should acquire knowledge and skills and applications within the regular practical classes "on the field" (pre-school, sports schools and clubs, sports and recreation centers, or at public events - "children's olympics" etc.)..				
<b>Contents description:</b> <i>Theory teaching:</i> 1. Play as a phenomenon; 2. Possibilities of assessing the degree of psychophysical development of the child through the game; 3. The importance of motor games for the integrity of children's development; 4. Creation and reorganization of motor vehicles stereotype through the game; 5. The importance of the game in early sports orientation and selection; 6. The use of motor games in kinesitherapy and corrective gymnastics; 7. Application of motor games in the program contents of physical education of children and youth with special needs; 8. Application of motor games in the program contents of "sports school", on the preparations of young athletes, in the work of sports and recreation centers; 9. Play as a method and means for sublimation of symptomatic behavior. <i>Practical classes:</i> 1. Motor games in the function of organized placement and movement; 2. Games aimed at acquiring and developing motor skills, general and specific motoring with props, standardized or improvised devices; 3. Practical classes "on the field".				
<b>References:</b> 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. Tomić, D. (1969): Elementarne igre (Elementary Games), Partizan, Belgrade. Tomić, D. (1974): Vaspitanje igrom (Education with games), Partizan, Belgrade.				
<b>No. of active classes</b>				Other classes:
Lectures: 1	Practical classes: 2	Other forms of teaching:	Study research work:	
<b>Teaching method</b> Standard pedagogical methods				
<b>Knowledge assessment (maximum score 100)</b>				
<b>Exam prerequisites</b>		<b>points</b>	<b>Final examination</b>	<b>points</b>

Class Activities	10	Written examination	
Practical instruction	10	Practical examination	
Preliminary exam / Colloquium		Oral examination	50
Seminar papers		.....	
Pedagogical praxis	30		