

Syllabus

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Titul dl curs	Imparare con gioia attraverso attività cooperative (Lab.)
Codesc dl curs	12546
Titul suplementar	
SSD	PAED-02/A
Lingaz	Tedesco
Curs de laurea	Corso di laurea magistrale a ciclo unico in Scienze della Formazione primaria - sezione in lingua tedesca
D'autri cursc de laurea (cursc deberieda)	LM-85 bis Education Italian section LM-85 bis Education Ladin section
Dozenc	dr. Alois Hechenberger, Alois.Hechenberger@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/683
Assistent didatich	
Semester	Primo semestre
Ann/Agn de stude	All
Credic universitars	2
Ores de insegnament	0
Ores de laboratore	20
Ores de stude individual	30
Ores de riceviment prevedudes	6
Ressumè di contegnus	This course introduces games that require little preparation and material and are suitable for many group situations. The tried and tested games are suitable for movement, relaxation, language development, social and intercultural learning and for break time situations. In addition, the basics of game animation and simple rituals are presented, which are very helpful for competent game instruction in kindergarten and primary school and promote the children's joy of learning.

Argomenc dl curs	- Practical play ideas with and without materials for small and large groups - Fundamentals of play pedagogy, educational opportunities and goals of play - Developing holistic learning processes through play - Selecting suitable games, setting up game sequences - Changing the rules of the game and adapting them to the needs and abilities of the group
Paroles clef	cooperative play activities holistic learning processes joyful learning experiences playful interaction
Prerequisic aconsiés	
Cursc propedeutics	
Modalité de ensegnament	Lecture, group discussion, reflection, practical examples
Oblianza de frecuencia	In accordance with the regulation
Obietifs formatifs y competenzes da arjonje	Interactive, co-operative play activities can positively support group dynamics and promote holistic learning processes in the children. The shared joy of playing and individual success in play have an impact on the children's everyday lives. Expected learning outcomes and competences: Knowledge and understanding - Know basic scientific theories and methods of play and animation pedagogy - know the pedagogical-anthropological significance of play and cooperative learning opportunities for child development and educational processes Apply knowledge and understanding - independently plan and implement a play activity for kindergarten and primary schools - be able to apply the presented quality criteria for successful play animation Make judgements - reflect on their own presentation of a play activity

	- Compare and evaluate basic concepts of play animation for the kindergarten and primary school sectors Communication - independently plan and implement a co-operative play activity and evaluate it in the group according to specified criteria - Participate in the reflection on learning experiences of the presented forms of play (group discussions) Learning strategies - be able to further develop acquired competences for game instruction independently - Further deepen and develop the subject content using appropriate resources
Obietifs formatifs y competenzes da arjonje (informazions suplementares)	
Sort de ejam	Oral examination on the following contents: 1) Script (will be sent by e-mail) 2) Reflection on the written documentation of the personal game performance. Written work: Documentation of a game collection (3 games) and the personal game presentation carried out in the elective subject
Criters de valutazion	Assessment criteria - oral: - Correctness of the answers to the theoretical learning content in the script (will be sent by e-mail) - Critical reflection of one's own idea of the game in relation to the content presented in the elective subject Assessment criteria - written: - Processing of all points for the creation of the game collection (see specifications on the thesis sheet) - logical structure, error-free language, formal correctness
Bibliografia obligatora	Theory script of the course (sent digitally)
Bibliografia aconsieda	1) Orlick, Terry (2007). Zusammen spielen – nicht gegeneinander!

	Mühlheim: Verlag an der Ruhr 2) Liebertz, Charmaine (2002). Das Schatzbuch ganzheitlichen Lernens. Grundlagen, Methoden u. Spiele. München: D. Bosco
Deplù informaziuns	
OSS	Buona salute, Parità di genere, Istruzione di qualità