Syllabus

Course Description

Course Title	Creating joy in learning through co-operative offers (Lab.)
Course Code	12546
Course Title Additional	
Scientific-Disciplinary Sector	PAED-02/A
Language	German
Degree Course	5 year master degree in Primary Education - German section
Other Degree Courses (Loaned)	LM-85 bis Education Italian section LM-85 bis Education Ladin section
Lecturers	Dr. Alois Hechenberger, Alois.Hechenberger@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/683
Teaching Assistant	
Semester	First semester
Course Year/s	All
CP	2
Teaching Hours	0
Lab Hours	20
Individual Study Hours	30
Planned Office Hours	6
Contents Summary	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.
Course Topics	- 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
Keywords	cooperative play activities holistic learning processes joyful learning experiences playful interaction
Recommended Prerequisites	
Propaedeutic Courses	
Teaching Format	Lecture, group discussion, reflection, practical examples
Mandatory Attendance	In accordance with the regulation
Specific Educational Objectives and Learning Outcomes	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
Specific Educational Objectives and Learning Outcomes (additional info.)	
Assessment	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
Evaluation Criteria	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
Required Readings	Theory script of the course (sent digitally)
Supplementary Readings	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
Further Information	
Sustainable Development Goals (SDGs)	Good health and well-being, Gender equality, Quality education