Syllabus

Descrizione corso

Titolo insegnamento	Imparare con gioia attraverso attivitá cooperative (Lab.)
Codice insegnamento	12546
Titolo aggiuntivo	
Settore Scientifico-Disciplinare	PAED-02/A
Lingua	Tedesco
Corso di Studio	Corso di laurea magistrale a ciclo unico in Scienze della Formazione primaria - sezione in lingua tedesca
Altri Corsi di Studio (mutuati)	LM-85 bis Education Italian section LM-85 bis Education Ladin section
Docenti	dr. Alois Hechenberger, Alois.Hechenberger@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/683
Assistente	
Semestre	Primo semestre
Anno/i di corso	All
CFU	2
Ore didattica frontale	0
Ore di laboratorio	20
Ore di studio individuale	30
Ore di ricevimento previste	6
Sintesi contenuti	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.

Argomenti dell'insegnamento	- 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
Parole chiave	cooperative play activities holistic learning processes joyful learning experiences playful interaction
Prerequisiti	
Insegnamenti propedeutici	
Modalità di insegnamento	Lecture, group discussion, reflection, practical examples
Obbligo di frequenza	In accordance with the regulation
Obiettivi formativi specifici e risultati di apprendimento attesi	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
Obiettivi formativi specifici e risultati di apprendimento attesi (ulteriori info.)	
Modalità di esame	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
Criteri di valutazione	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 obbligatoria	Theory script of the course (sent digitally)
Bibliografia facoltativa	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
Altre informazioni	
Obiettivi di Sviluppo Sostenibile (SDGs)	Buona salute, Parità di genere, Istruzione di qualità