

York University
Faculty of Health
School of Kinesiology and Health Science

Course: PKIN 0840 **Elementary and Recreational Games**

Course Instructor:

Deborah Fullerton
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416-520-0850 cell

Session: Winter

Section: M, N
Section: O

Days: Monday/Wednesday
Day: Tuesday/Thursday

Time: 1:30-2:30pm & 2:30 -3:30pm
Time: 8:30am -9:30am

Location: Please note that this is a course that depends on remote teaching and learning. There will be no in-class interactions or activities on campus (until further notice.) W2022

Expanded Course Description:

The aim of the course is to develop an understanding of the skills, strategies, structure and development of games and to have fun. Bringing back your Elementary childhood games playful banter back and learn new children's camp games of low organization and competitive fun. The course will be primarily practical but students will be expected to make notes on theoretical aspects and material covered in the practical sessions.

Due to Covid19 this course will be presented remotely through an online module using e-class/Moodle, Zoom video and emails. Students will be put into groups depending on class size and will be given a specific category of games to research based on the modules and present the work via zoom to the Instructor for discussion.
(students need to show up for virtual online sessions)

Useful links describing computing information, resources and help for students:

Student Guide to Moodle	https://lthelp.yorku.ca/student-guide-to-moodle
Computing for Students Website	https://student.computing.yorku.ca/
Student Guide to eLearning at York University	http://elearning-guide.apps01.yorku.ca/
Learning Skills Services	https://lss.info.yorku.ca/online-learning/

Expanded Course Description:

Each week there will be a topic of discussion related to Elementary and Recreational Games followed by posted e-class assignments. The first 2 weeks will be introduction Zoom games, counting out games and searching for children's nursery rhymes. Students will be given specific game research, social circle games, tag and relay games, active group games and lead up games based on the modules and present some of this work via Zoom to the class and Instructor for discussion. There will be a Q &A forum posted on Moodle/e-class along with assignment and readings.

Please note:

Students can email or text me anytime and/or call if they prefer to talk about the class or assignments.

Course Content:

- An analysis of skill development of games
- An introduction and development of a lesson plan
- The Development of cooperation and competition in games
- Exposure to Low Organizational and Lead up Games
- Rules, Modification of rules and their influence on games
- Fitness development activities
- Creating and inventing games to adapt to the skill level, grade level or age level
- Method of organization to learn and practice game skills
- Value of the social, emotional, physical and psychological aspects of recreational games

Evaluation:

This PKIN is evaluated on a grade level or Pass/Fail option.

Grade(s) for this course is based solely (80%) on project completion and (20%) on Zoom attendance with your assigned group