

Subject	Games		
Type	Type	Semester	ECTS
	ELECTIVE (E)	II	3
Lecturer	Dr.Sc. Blerta Abazi		
Goals and objectives	The purpose of this course is to express through elementary games the student's sense of pleasure, fun and entertainment. Classification of elementary games and its values in human development. This course can also integrate games that characterize games socially, sportingly and traditionally. Furthermore, it will help students demonstrate and independence of the acquaintance with elementary games.		
Learning outcomes	After completing this course, students will: <ul style="list-style-type: none"> ✓ To know the game according to their values and classification. ✓ Be able to analyze the games. ✓ Understanding and be able to organize different types of elementary games in outdoor environments and in different seasons. ✓ Compare basic and traditional games ✓ Demonstrate and practice elementary games 		
Content	Java	Topics	
	1	Syllabus Presentation	
	2	The basic human need game	
	3	Games and their ratings	
	4	The pedagogical aspect of games in child development	
	5	Psycho-physical characteristics of children aged 6-15, 6-7, 8-9, 10-12, etc.	
	6	Learning through the game	
	7	Methods and organization of work in game development	
	8	Mid-exam – 1	
	9	Relay-shaped games	
	10	Games by seasons - spring, summer, autumn and winter	
	11	Elementary games with character strength	
	12	Basic games with speed character	
	13	Elementary games with character skills	
	14	Elementary games with balance and reaction character	
15	Mid-exam – 2		
Teaching/learning methods	Activity		Weight (%)
	Lectures		30%
	Laboratory		25%
	Research		25%
	Independent and group learning		20%
Methods of Evaluation	Methods of evaluation:		%
	Participation		10%
	a) Medium-term exam-1		30%
	b) Medium term exam - 2		30%
	Collaborative Group Work		30%
Sources	Sources		Number
	Lectures		1
	Presentations		1
	Web of Science		1
	PubMed		1
	Scopus		1
ECTS Workload	Activity	Weekly hours	Workload
	Lectures	1	12
	Lab	1	12
	Course project	n/a	16

	Independent work	n/a	35
Literature	<ul style="list-style-type: none"> • <u>Breed, R., Spittle, M. (2020). Developing Game Sense in Physical Education and Sport. Human Kinetics.</u> • Koritnik, M. (1980). 2000 games. ETMM. 		
Ethical standards	<p>This course follows the UBT College Code of Ethics, requiring all students to behave accordingly. Any instance of academic misconduct, including but not limited to fraud, plagiarism, or other forms of dishonesty, will lead to significant penalties like failure of specific assessment or the entire course, as well as further disciplinary measures in line with UBT College's academic integrity policies.</p>		
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