



LITHUANIAN SPORTS UNIVERSITY

STUDY MODULE PROGRAMME (SMP)

Module Code	S	273	B	26V	Accredited until				Renewal date		
	Branch of Science		Progr.	Registr. №.							

Entitlement

Didactics of Active Games

Prerequisites

Basic pedagogic and didactic skills, basics of sports games

Course (module) Learning Outcomes

№.	Learning Outcomes	Teaching / Learning Methods	Assessment Methods
1	To be able practically conduct "ice-breaking", "team-building" and "chasing" games for students of different ages, athletes and representatives of leisure sports.	Practical exercises (tasks)	Reporting for practice work
2	To be able to practically conduct games and relays for the development of physical fitness for students of various ages, athletes and representatives of leisure sports.	Practical exercises (tasks)	Reporting for practice work
3	To be able practically conduct tactical games and teaching games for understanding (TGFU) as well as invasive games for students of various ages, athletes and representatives of leisure sports.	Practical exercises (tasks)	Reporting for practice work

Main aim

To help the formation of didactic competences of future physical education teachers and coaches: to develop the ability to integrate theoretical and practical knowledge, to be able to apply various mobile games to students of various ages, preparation and needs, and sportsmanship.

Summary

Level of module

Level of programme		Subject group (under the regulation of the area)
Cycle	Type	
First	Bachelor	Bendrojo universitetinio lavinimo

Group under financial classification

Syllabus

№.	Sections and themes	Responsible lecturer
1.	Introductory lecture. Classification of mobile games	
2.	Icebreaking, team building and other social games	
3.	Chase and warm up games	
4.	Games and relays for the development of motor skills (coordination and reaction)	
5.	Games and relays for the development of motor skills (balance and flexibility)	
6.	Games and relays for the development of motor skills (speed and agility)	
7.	Games and relays for the development of motor skills (strength and power)	
8.	Games and relays for the development of motor skills (aerobic endurance)	
9.	Traditional and folk games	
10.	Teaching games for understanding, TGFU, tactical and strategic games	
11.	Invasion games (Castles, flag steel and etc.)	

Evaluation procedure of knowledge and abilities:

References

№.	Title	Edition in Lithuanian Sports University library		In Lithuanian Sports University bookstore	Number of ex. in the methodical cabinet of the depart.
		Pressmark	Number of exemplars		
1.	Clemente, F. M. (2016). Small-sided and conditioned games in soccer training: the science and practical applications. Springer, 135 p. UDK: 796.332.015			No	
2.	50 Small-Sided Games That Make a Difference			No	
3.	Small Sided Games			No	
4.	Small-sided games and integrating physical preparation			No	
5.	Small-Sided Games HANDBOOK			No	
6.	Small Sided Games. LEARNING THROUGH PLAY			No	
7.	Clemente, Filipe & Afonso, José & Sarmiento, Hugo. (2021). Small-sided games: An umbrella review of systematic reviews and meta-analyses. PLoS ONE. 16. e0247067. 10.1371/journal.pone.0247067.			No	
8.	EUROPEAN TRADITIONAL SPORTS AND GAMES STATE OF PLAY			No	
9.	Tag games			No	
10.	Tag for Physical Literacy			No	
11.	GREAT IDEAS FOR GROUP GAMES A collection of games for conducting warm up activities and event skill training			No	

Additional literature

№.	Title
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Coordinating lecturer

Position	Degree, surname, name	Schedule №.
Associate Professor		430

Subdivision

Entitlement	Code
Department of Physical and Social Education	1006

Study module teaching form №. 1

Semester	Mode of studies	Structure				Total hours	Credits	
		Theory	Seminars	Lab Works	Ind. work			
A	S	D	6	0	24	100	130	5

Languages of instruction:

Lithuanian	L	English	E	Russian	R	French	F	German	G	Other	Oth.
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Plan of in-class hours

№. of Themes	Academic hours			№. of Themes	Academic hours		
	Theory	Seminars	Lab Works		Theory	Seminars	Lab Works
1.	1	0	0	7.	0	0	2
2.	1	0	2	8.	0	0	2
3.	0	0	2	9.	0	0	3
4.	1	0	2	10.	1	0	3
5.	1	0	2	11.	1	0	3
6.	0	0	3				

№. of Themes	Academic hours			№. of Themes	Academic hours		
	Theory	Seminars	Lab Works		Theory	Seminars	Lab Works
				Total:	6	0	24

Schedule of individual work tasks and their influence on final grade

	№. of syllabus	Total hours	Influence on grade, %	Week of presentment of task (*) and reporting (o)																
				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-20
Accounting for practice sessions	1-4	30	30	*				0												
Accounting for practice sessions	5-7, 8	35	35					*		0										
Accounting for practice sessions	8, 10-11	35	35							*								0		
Total:		-	100																	

Study module teaching form №. 2

Semester		Mode of studies	Structure				Total hours	Credits
			Theory	Seminars	Lab Works	Ind. work		
A	S	N	6	0	24	100	130	5

Languages of instruction:

Lithuanian	L	English	E	Russian	R	French	F	German	G	Other	Oth.
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Plan of in-class hours

№. of Themes	Academic hours			№. of Themes	Academic hours		
	Theory	Seminars	Lab Works		Theory	Seminars	Lab Works
8.	1	0	3	10.	1	0	3
9.	0	0	3	11.	1	0	3
Total:				3 0 12			

Schedule of individual work tasks and their influence on final grade

	№. of syllabus	Total hours	Influence on grade, %	Week of presentment of task (*) and reporting (o)																
				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-20
Accounting for practice sessions	10-11	25	25	*														0		
Accounting for practice sessions	3-4	25	25	*														0		
Accounting for practice sessions	6-9	25	25	*														0		
Accounting for practice sessions	5	25	25	1														0		
Total:		-	100																	