



Università degli Studi di Verona

□ **Corso di Laurea in Scienze delle attività motorie e sportive;**

A.A. 2015/2016

Corso:

Giochi tradizionali ed antichi

Docente:

Prof. Dino Mascalzoni

Aims of the course

Achieve theoretical and methodological knowledge for an effective professional practice, in particular:

- learn the latest theories and methodologies of teaching a game
- give students the opportunity to stop the high cultural diversity of traditional games from becoming obsolete
- strengthen the roles of education, culture and expression of play to promote the well-being towards the general development of people as individuals and their community
- become aware of the relationship between cultures and gaming practices and the adoption of healthy lifestyles
- acquire knowledge and skills on traditional games in Italy, Europe and throughout the world
- develop and deepen knowledge of methodologies and techniques about shared rules
- consolidate a methodology and knowledge base for teaching, observation and evaluation of motor skills in the practices of games and in traditional sport
- gain practical experience of gaming activities with the use of specific tools.

Course program:

The course includes 24 hours of lessons, organized in two ways: theoretical training and practical activity. Attendance must be at least 75%. For attendees with lower percentages, they will need additional support.

Topic 1: ORIGINS OF THE GAME

Concepts and definitions, theories, game types and classifications. The traditional game as an intangible good to be preserved. The protection and the promotion. UNESCO declaration in 2003. International charter of games and traditional sports. Communities traditional fun.

Topic 2: GAME AND CULTURE

Animated games, socialization, adaptations. The game as socializing, heritage and cultural identification. Traditional and popular gaming. Individual, group and team play. Organization of the traditional game compared to rules and social dynamics. Identity and social role. Skills test. Tools and criteria for observation and evaluation.

Topic 3: THE GAME AND THE CYCLE OF LIFE

The game in the evolutionary stages. Education to play. Games as socialization. Benefits and break downs of the game. Jump, run, throw, grab. Research, analysis and comparison of the main traditional games. Game tools. Toys. Basic capacity in traditional games.

Topic 4: THE GAME IN PHYSICAL EDUCATION, SPORT AND LEISURE

Selection of games. Patterns of play. Teachers'/ referee's rules. The position of the games' coordinator. Knowledge of the game and its rules. Cooperative and competitive situations in sport; from playing the sport, original and modified version. The game in respect to the warm up. Compare physical exercise in the activity of social animation, sports, recreation. Keeping Time. Tradition. Folklore. Pageants. The traditional sport. The popular tradition in Italy. Life, rites and ceremonies. Celebrations in the winter, spring, summer and fall.

Topic 5: LOCATION

natural space, altered space, urban/rural spaces and aquatic space. Recycling of urban public spaces. The new urban sports. The link between the game and the places and territories in which they are practiced. Regular meeting spaces: squares, suburbs and small towns. Social and intercultural exchange. The game as a 'fill space' function. Practice of the game in cities. Spontaneous playtime.

Topic 6: PLANNING THE GAME

With conventional materials, alternative materials, without materials. Natural space and artificial space. Materials for playing sports, recreational and alternative. Equipment. The game in the art world. Fun and cultural planning. Journey through art: from the greek world to the contemporary. Influence in the art of the game. Practice reading the work of art "children's games" in 1560 by Pieter Bruegel: analysis of the 70 games contained in it.

Topic 7: RELATIONSHIP BETWEEN FOOD AND GAME. GAME TESTIMONIALS

The culture of food. The environmental features. Risk of obsolescence. Connections with the territory, life and history. The colours of the food, the Arcimboldi at the beginning of the 21st century. The historical and traditional values of our foods. The conservation of food through the game.

Topic 8: PLAYING IN HISTORY

Games played by children in the past. The evolution of gaming practices. Archaeological findings. Myth and reality. The game as language. The cultural, social and generational intersect. The contribution of archeology. Prehistoric. Egyptian civilization. Ancient Greek civilization. Ancient Rome. Strategy games in the classical cultures. Board game creators.

Topic 9: GAME, RITUAL AND SYMBOLISM

Social or historical events. Customs. Religious rituals. Superstitions. Legends. Game and prophecy. Game and exorcism. Game and initiation. The game in the spiritual and religious life of man. Pastimes, symbols, rituals and meanings.

Topic 10: ORGANIZATIONAL ASPECTS OF AN EVENT TO PLAY

Seek and impart playful traditional communities of different origins. Deepen and enhance the topic of the game for public consumption. Discover activities and spaces in the city. Rediscover the

pleasure of playing with no age limit and places. Living a city on a human scale: 'Tocati'. A network of relationships. The proposition. The strengths. Organizational aspects. The event. Costs. The partners. Promotion.

Topic 11: GROUP GAMES, TEAM GAMES

Organization of the game with regards to the means, the rules and the social dynamics. Card games. Family games: classification. Practice.

Topic 12: ONE PLAYER, TWO PLAYERS, ONE AGAINST ALL

Comparison and physical exercise in the activity of social animation, sports, recreation. Card game. Family games: classification. Practice.

Examination procedures

Written examinations and individual work, made during the course, will make up the exam. The final production will be discussed orally. The exam certification will be divided as follows: Presentation of Learning Units written at the end of the course, containing suitable references and sources (topic and criteria to be agreed with the teacher).

Technical analysis of the methods, playing rules, application and categories of the game chosen by the candidate related to the course. Evaluation of the work will be 30 / thirty and published on the list of examination.

If class attendance is equal to or less than 75% over the 24 hours there will be an oral test of knowledge / experiences learned during the course and depth of the topics related to the program and the recommended reading.

Recommended reading

Frederic V. Grunfeld, (1983) Giochi Del Mondo, Unicef Roma
Marco Fitta', (1997) Giochi E Giocattoli Nell'antichita', Leonardo Arte, Venezia
Zocca E. , Biino Valentina, (2009) Motricità e Gioco, Hoepli, Milano
Mascalzoni D., (2011) Giro d'Italia in 150 giochi, QuiEdit s.n.c., Verona

Recommended texts for the study

Pietro Turano, (2004) Enciclopedia Dei Giochi Tradizionali Raccolta Jonia Editrice, Cosenza
R Gooch, (1970) Il grande Libro Dei Giochi, Raccolta, Mondadori, Milano
G F. Reali, (2002) Il Giardino Dei Giochi Dimenticati, Salani, Milano
Il Pallone Elastico, "Federazione Italiana Pallapugno", Imperia
I Giochi Dei Bambini, (1989), "Arnold Arnold", Mondadori, Milano
Bertinato-Guarise-Vesentini-Zocca, (2002) Progetto Gioco 1, Cierre Grafica, Verona
Bertinato-Cordioli-Guarise-Magnone-Speri, (2005) Progetto Gioco 2, E-Color Srl, Verona
Leopoldo Pietragnoli, (2003) I Giochi A Venezia, Marsilio, Venezia
A. Corino - I. Bottero (2002) Il mondo in un pugno, i.e.e. Editoriale Europea, Cuneo
Pietro Marcolini, (1999) 70 giochi da salvare, Cierre, Verona
Pro loco di Sarmede, (2006) I giochi di un tempo, Kellermann, Treviso
Boscolo Erminio, (2006) Children games in european countries today and in the past, "primary schools of mornshausen-chioggia bibi, Venezia

F. Bucchioni-U. De Vecchi 1991I 100 giochi ,,edi-ermes, Milano
F. Bucchioni –U. De Vecchi 1991W il girotondo,edi ermes, Milano
Mariella Mugnai (2006),Com'era bello giocare,arti grafiche colombo srl, Milano
Carlo Lotti, (2003) Quando si giocava a far giocattoli,la pieve, Villa Verucchio
Giorgio Roberti, (1995) I giochi a roma di strada e d'osteria, Compton Editori, Roma
Pietro Gorini, (1994) Giochi e feste popolari,l'airone,Verona
Agazzi A., (9, 1979) *L'educazione permanente: concetto e implicanze*, Scuola e Didattica, Editrice La Scuola, Brescia.
Bruner J. S. - Jolly A. – Sylva K., (1981) *Il gioco: la prospettiva evoluzionistica. Il gioco in relazione agli oggetti e agli strumenti. Gioco e realtà sociale. Il gioco in un mondo di simboli*, Armando, Roma.
Galimberti, U. *Il corpo*. (1987) Universale Economica Feltrinelli, Milano.
Harris M. (2002), *La nostra specie. Natura e cultura nell'evoluzione umana*, Bur , R.C.S. S.p.a. Milano.
Mircea, E. (1972). La nostalgia delle origini. Morcelliana, Brescia
Propp V. J., (2003) *Morfologia della Fiaba, Le radici storiche dei racconti di magia*, GTE Newton, Roma,.
Rogers C. (1981) *Libertà nell'apprendimento*, Giunti Barbera, Firenze
Vayer, P., Roncin, C. (2000). L'animazione dei gruppi d'adulti. Edizioni scientifiche Ma.Gi, Roma

Collection of websites and other materials

- www.jugaje.com
- www.falsab.com
- www.associazionegiochiantichi.it
- www.figest.it
- www.ludens.it
- www.codeme.org.mx/
- www.quilles.net/flash/Plantier2.html