

**The game and the physical education
Degree proposals
University teacher: Mascalonzi Dino
A.A: 2015/2016**

**1 The game and the playing
The game interpretation**

- 1.1 The game is not guiltless
- 1.2 In every age and in every civilization
- 1.3 Game and Religious
- 1.4 Game and Statecraft
- 1.5 Game and War
- 1.6 Game and Economy
- 1.7 Games undergo a transformation
- 1.8 Ways of gaming
- 1.9 To give a sense, a meaning

**2 The game in didactics and the didactics of the game
Gaming contents and gaming aims**

- 2.1 Classification of the games
- 2.2 The game in the physical education period at school
- 2.3 Structure and parameters of playing
- 2.4 Game comprehension and specific skills
- 2.5 Contents and aims
- 2.6 General competences of the game
- 2.7 Understanding methods and teaching technique - fair-play document

**3 The game between tradition and innovation
Games learning**

- 3.1 To understand, to adapt, to create
- 3.2 To facilitate the collaboration and the autonomy during the action
- 3.3 To learn for playing
- 3.4 To adapt the game's structures (to the game itself and to the players)
- 3.5 Synthesis

**4 The game as an educator
To teach the games**

- 4.1 Starting situation
- 4.2 Contents and aims
- 4.3 Understanding methods and teaching technique
- 4.4 To give rules about the game
- 4.5 To start playing a game
- 4.6 Observe, run and accompany a game's development
- 4.7 To do a final account
- 4.8 To analyse a game's development
- 4.9 To manage the conflicts

5 Sports games and sport

The outdoors activities

5.1 Why outside?

5.2 To give a sense, a meaning

5.3 The nature as privileged place of motion

5.4 Appropriated contents and aims

5.5 Particular conditions of teaching

5.6 Possibilities and consequences

5.7 To realise short and specific instructions, never alone, be able to adapt ourselves to a situation to conclude the activity

5.8 To be able to give a mark, analyse the development and fix new aims