

Subject card

Subject name and code	The educational role of video games, PG_00150826						
Field of study	Pre-school and Early School Education						
Date of commencement of studies	October 2025		Academic year of realisation of subject			2029/2030	
Education level	uniform Master's studies		Subject group			Obligatory subject group in the field of study Optional subject group	
Mode of study	full-time studies		Mode of delivery			at the university	
Year of study	5		Language of instruction			Polish	
Semester of study	10		ECTS credits			1.0	
Learning profile	academic		Assessment form			credit	
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Małgorzata Cackowska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		0.0		10.0	25
Subject objectives	nie dotyczy						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PPWJ5_U09] The graduate has the skills enabling them to identify spontaneous behaviours of children or learners as educational and didactic situations and use them in the educational process, and to achieve therapeutic goals	nie dotyczy	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report
	[PPWJ5_U13] The graduate has the skills enabling them to rationally manage the class time in accordance with the principles of mental work techniques, responsibly and purposefully organise the child's (learner's) extracurricular work, respecting his or her right to rest	nie dotyczy	[SU5] implementation of a problem task [SU6] demonstration of practical skills
	[PPWJ5_W11] The graduate knows and understands to an in-depth level-He/she has advanced, structured and theoretically based knowledge of the importance and possibilities of purposeful and diverse use of play in the process of raising and educating children	nie dotyczy	[SW1] oral statement/conversation/discussion
	[PPWJ5_K03] The graduate has social competences enabling them to build relationships of mutual trust between all entities in the upbringing and education process, including parents or guardians of a child or learner, and involve them in activities conducive to educational effectiveness	nie dotyczy	[SK6] demonstration of practical skills
	[PPWJ5_K07] The graduate has social competences enabling them to design and implement activities aimed at axiological education and values education - introducing children or learners to the world of values and social competences	nie dotyczy	[SK2] presentation/project/paper/report [SK3] text preparation/written work
Subject contents	nie dotyczy		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	project	51.0%	80.0%
	nd	51.0%	20.0%
Recommended reading	Basic literature	nie dotyczy	
	Supplementary literature	nie dotyczy	
	eResources addresses		
Example issues/ example questions/ tasks being completed	nie dotyczy		
Work placement	Not applicable		

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