

Subject card

Subject name and code	Games and activities in the work of an educator, PG_00185279						
Field of study	Pedagogy						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2028/2029		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group Subject group related to scientific research in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish		
Semester of study	6		ECTS credits		1.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Division of Theory of Education and Pedagogy of Care -> Institute of Education -> Faculty of Social Sciences -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		prof. dr hab. Lucyna Kopciewicz				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	20.0	0.0	0.0	0.0	20
	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	20		0.0		5.0	25
Subject objectives	The aim of the course is to prepare students for the conscious, creative and methodical use of games and play in the work of an educator in various educational environments.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PEDL3_U27] Graduates are able to design and conduct classes and evaluate them in accordance with the selected field of pedagogy		Graduates are able to design, conduct, and evaluate classes based on games and play in accordance with the principles of play pedagogy.		[SU5] implementation of a problem task		
	[PEDL3_U06] Graduates are able to create educational and teaching situations that motivate students to learn, work on themselves and undertake activities conducive to development, and to modify educational, teaching and developmental activities in order to achieve the desired results in the areas of education, upbringing and stimulation of development		Graduates are able to create teaching and educational situations using games and play, motivating students to be active, work on themselves, and develop, as well as modify pedagogical activities to achieve the desired results.		[SU5] implementation of a problem task		
Subject contents	The importance and functions of games and play in the work of an educator: educational, didactic and therapeutic functions of play. Classification of games and play: physical, didactic, integrative, constructive and symbolic play. Principles for selecting games according to age, needs and educational situation. Games and play as a tool for integration and communication in a group: ice-breakers, integration and cooperation games. The role of the educator as an animator and moderator of play. Simulation and decision-making games in social education and upbringing. Play in the prevention of risky behaviour. Evaluation and reflection after play activities. Safety and ethics in conducting play activities.						

Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		51.0%	100.0%
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		

Document generated electronically. Does not require a seal or signature.