

COURSE DESCRIPTION

University: *University of Presov*

Faculty/university workplace: *Faculty of Sports*

Code: *8KES/JSHBF/22*

Course title: *Sport games 1*

Type, scope and method of educational activity:

Type of educational activity: *Seminar*

Scope of educational activity: *2 hour per week, 26 per semester*

Method of educational activity: *Attendance*

Number of credits: *4*

Recommended semester:

1st year WT

teacher training in physical education (TVJB)

Study grade: *Bachelor*

Prerequisites:

Conditions for passing the course:

Form of assessment:

Final evaluation:

Continuous assessment

During the teaching part of the semester, the student will complete the following interim checks:

- elaboration of a seminar work on a given topic,*
- knowledge test from every sports game (football / basketball) with a minimum success rate of 50%,*
- practical implementation of basic game activities of an individual from sports games football and basketball:*

Football

- processing the ball (by pulling the ball with the toe / damping the ball with the foot), guiding the ball (any way), passing (inner side of the foot / outer instep), shooting (any way) into the defined area of the gate.*

Evaluation: during the implementation of the chain of gaming activities, the fluency and method of implementation of individual gaming activities of the individual is evaluated.

Basketball

- student for a time interval of 1 min. implements the "two-stroke" gaming activity technically correctly.*

Evaluation: - A (excellent): 9 correct attempts; B (very good): 8 correct attempts; C (good): 7 correct attempts; D (satisfactory): 6 correct attempts; E (sufficient): 5 correct attempts and FX (insufficient): 4 or less correct attempts.

The student is entitled to one correction term from each continuous check.

The final evaluation of the subject is calculated as the average of the evaluations for the above-mentioned partial parts of the continuous evaluation.

In compliance with the Study Regulations of the University of Presov (2018):

- student's attendance at face-to-face classes is compulsory (unexcused absence from such*

classes is assessed as a failure to meet the requirements for successful completion of the course)

- during the exam period, the student is entitled to one extra dates for taking the exam,
- the final grade of the course is determined by a grading scale consisting of six grades with success criteria for each grade as follows: A (excellent): 100.00 - 90.00 %; B (very good): 89.99 - 80.00 %; C (good): 79.99 - 70.00 %; D (satisfactory): 69.99 - 60.00 %; E (sufficient): 59.99 - 50.00 %; and FX (inadequate): 49.99 % or less.

The student will receive credits for the course with a grade of A - E.

Learning outcomes:

If successfully completed the course, the student will acquire the following:

Knowledge:

- describe the basic terminology and systematics of gaming activities in football and basketball,
- explain the importance of the implementation of individual gaming activities in football and basketball,
- characterize individual player functions in football and basketball,
- characterize the basic rules of football and basketball.

Skills:

- describe, explain and technically correctly individual game activities of an individual in football and basketball,
- describe and explain individual game combinations in football and basketball,
- describe and explain individual game systems in football and basketball.

Competencies:

- in selected sports games, the student achieves an adequate level of mastery of individual game activities, game combinations and game systems.

Course content:

Football

- Training of offensive game activities of an individual.
- Improving an individual's offensive gaming activities.
- Training of individual defensive game activities.
- Improving the defensive gaming activities of the individual.
- Training and improving offensive game combinations.
- Training and improving defensive game combinations.
- Training in basic game systems.

Basketball

- Training of offensive game activities of an individual.
- Improving an individual's offensive gaming activities.
- Training of individual defensive game activities.
- Improving the defensive gaming activities of the individual.
- Training and improving offensive game combinations.
- Training and improving defensive game combinations.
- Training in basic game systems.

Recommended literature :

ELIAŠ, T., 2020. *Vybrané kapitoly z teórie a didaktiky futbalu*. Prešov: Digitálna knižnica UK Prešovskej univerzity v Prešove. ISBN 978-80-555-2637-9.

PERÁČEK, P. a Z. PAKUSZA, 2011. *Futbal. Teória a didaktika*. Bratislava, Iris. 978-80-89238-55-2.

KAČÁNI, L., 2005. *Futbal: Herná príprava (2) teória a prax*. Bratislava: SFZ. ISBN 80-

969091-3-4.

TOMÁNEK, L., 2010. Teória a didaktika basketbalu, Bratislava: UK .

VOJČÍK, M., 2014. Kapitoly zo športových hier. Prešov: PU.

Notes:

Student's workload distribution: total workload = 120 hrs.

– contact lessons: 40 hrs.

– training and improvement of football game skill: 15 hrs.

– training and improvement of basketball game skill: 15 hrs.

– self-study for knowledge test: 30 hrs.

– elaboration of seminar work: 20 hrs.

Completion of the course for a student with specific needs is modified in accordance with the recommendation of the faculty coordinator for students with specific needs.

Course evaluation:

Total number of students evaluated: 337

A	B	C	D	E	FX
5%	21%	25%	12%	4%	33%

Lecturers:

prof. PaedDr. Jaromír Sedláček, PhD., guarantor

Mgr. Zuzana Lašáková, co-guarantor, examiner, seminary supervisor

Mgr. Tomáš Eliaš, PhD., co-guarantor, examiner, seminary supervisor

Mgr. Ivan Matúš, PhD., univer. docent, co-guarantor, examiner, seminary supervisor

doc. PaedDr. Tomáš Perič, PhD., co-guarantor

Date of last change: 01.09.2023

Approved by: *prof. PaedDr. Jaromír Sedláček, PhD.*