

Course Unit	Option 2 - Socio Sports Animation			Field of study	Visual Arts/Sport Sciences/Music	
Bachelor in	Social Education			School	School of Education	
Academic Year	2021/2022	Year of study	2	Level	1-2	ECTS credits 4.0
Туре	Semestral	Semester	1	Code	9084-628-2103-01-21	
Workload (hours)	108	Contact hours			C - S - solving, project or laboratory; TC	E - OT 9 O Fieldwork; S - Seminar, E - Placement; OT - Tutorial; O - Other
Name(s) of lecturer(s)  Antonio Manuel Malvas Reis, José Augusto Afonso Bragada						

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

- At the end of the course unit the learner is expected to be able to:

  1. To express interest in history and concepts of Cultural and Social Sports Animation.

  2. Knowing the potential of recreational and sports activities in the Northeast Transmontano, such as traditional and popular games among other cultural activities.

  3. Realize the importance of animation as a psychosocial development process.

  4. To envision the possibilities of recreational activities of animation implemented in different institutions: kindergarten, elementary schools, institutions of occupation of leisure, holiday camps.

  5. To show ability to reflection around the attitudes, ideas and values that characterize and justify the festive activities, sports and playful activity of man.

  5. To most of the methodological knowledge for the design implementation and evaluation of social and sport animation projects.
- 6. To master the methodological knowledge for the design, implementation and evaluation of social and sport animation projects

### Prerequisites

Not applicable

#### Course contents

Theoretical concepts in social sports animation; Traditional games and leisure activities of animation; Conception of projects of social sports animation; Planning and conduction of social sports animation sessions.

#### Course contents (extended version)

- Theoretical foundations of social sports animation
   Concepts of animation, cultural, entertainment and community intervention
   Historical evolution of the concept of animation.

- Historical evolution of the concept of animation.
   The animation process as non-formal education
   The characteristics of the animator
   Different context of animation
  2. Traditional games and other games animation
   Practice of games animation
   Collection of traditional games
  3. Conception of projects of social sports animation
   Steps for the conception of projects
   Importance of innovation and creativity to the success of projects
   Planping and conduction of social sports animation sessions. Importance of innovation and creativity to the success of p
   Planning and conduction of social sports animation sessions
   The definition of objectives, by levels or fields
   Forms of organizing the activity
   Structure of the session plan
   Astronomy and the production of the session plan

- Analysis and reflection on the pedagogical practice

## Recommended reading

- Bragada, J. (2002). Jogos tradicionais e o desenvolvimento das capacidades motoras na escola. Lisboa: Centro de Estudos e Formação Desportiva.
   Dias, G.; Mendes, R. (2013). Vamos aprender com: Jogos tradicionais portugueses. Santa Comba Dão: Edições Convite à Música.
   Lança, R. (2009). Animação Desportiva e Tempos Livres. Perspetivas de Organização. Lisboa: Texto Editores.
   Azeredo, Z. (2018). Envelhecimento Ativo: Processo sociocultural. Ed. Instituto Piaget.
   Almeida, M.F. (2007). Envelhecimento: activo? Bem-sucedido? Saudável? Possíveis coordenadas de análise. in Fórum Sociológico, 17, II série. Lisboa. CESNOVA.

### Teaching and learning methods

The program contents will be treated in two types of sessions: 1) theoretical and practical sessions where will carry out an initial analysis of the contents; 2) Laboratory practice sessions where the practical contents will be experienced. Will be taken into account the use of: Exhibition-interactive approach; -Individual and group work; -Presentation and discussion of work tasks.

# Assessment methods

- Continuous evaluation (Regular, Student Worker) (Final)
   Intermediate Written Test 50%
   Projects 50%
   Evaluation by an exam (Regular, Student Worker) (Supplementary, Special)
   Final Written Exam 100%

# Language of instruction

Portuguese

Electronic validation

Antonio Manuel Malvas Reis, José
Augusto Afonso Bragada

14-12-2021

Pedro Miguel Monteiro Rodrigues
Maria do Céu Ribeiro
Carlos Manuel Costa Teixeira
20-01-2022
20-01-2022
22-01-2022