

CALIFORNIA STATE UNIVERSITY, NORTHRIDGE
Department of Kinesiology



KIN 296NA/L (272/L) Non-Traditional Games and Activities and Lab

Course Information:

Units: (2 lecture/1 lab)

Semester/Year: Sp 08

Location: RE 278/180

Meeting Time: TR 9-10:50

Instructor Information:

Instructor: Dr. Tami Abourezk

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Office Hours: TBD

Course Description:

Students will be introduced to a variety of non-traditional games and activities that include team challenges, problem solving activities, and cooperative games. Students will actively explore the impact and importance of non-traditional games and activities for the K-12 setting.

Course Objectives:

By the end of the course students will be able to:

1. Understand the purpose and organization of non-traditional games for lifetime physical activity. SLO 1
2. Create and develop non-traditional games implementing proper rules and regulations. SLO 2, 4, 5
3. Develop skills and strategies associated with participation in non-traditional games. SLO 5
4. Demonstrate knowledge of safety considerations in physical activity. SLO 2, 4
5. Demonstrate knowledge and application of multicultural games. SLO 5
6. Demonstrate the principles and different roles of challenge initiatives. SLO 4, 5
7. Understand and apply knowledge of basic orienteering and land navigation. SLO 3, 4,

Course Content:

1. Evolution of non-traditional games in a K-12 setting.
 - a. Innovative games and activities.
 - b. Creating successful environments using games.
2. Developing non-traditional games and hybrid activities.
 - a. Group Challenges, Problem Solving and Cooperative Activities.
 - b. Developing multi-principled creations.
3. Creating successful experiences through non-traditional games.
 - a. Modifying the playing area, equipment, players, etc...
 - b. Modifying traditional games.
4. Exploring different levels of team challenges.
 - a. Introductory, intermediate, and advanced levels.
5. Modifying and adapting non-traditional games for individuals with disabilities.
 - a. Inclusive games.
 - a. Developing and individualizing games.
6. Multicultural and international games.
 - a. Cultural awareness
 - b. Skill Awareness
7. Creating opportunities for team building.
 - a. Roles and responsibilities.
 - b. Process of team building.
8. Challenge initiatives.
 - a. Roles and responsibilities.
 - b. Cooperation and trustworthiness.
 - c. Group problem solving.
9. Orienteering and Land Navigation.
 - a. Using a compass.
 - b. Participate in an orienteering course.
 - c. Investigate alternative orienteering activities.
 - d. Creating an orienteering course.
10. Safety precautions with non-traditional games and activities in a K-12 setting.

Required Textbooks (all of which will be used in future pedagogy courses):

Teaching Physical Activity - Change, Challenge, and Choice

Jim Stiehl, Don Morris, Christina D. Sinclair (2008). Champaign, IL: Human Kinetics.

Sport Foundations for Elementary Physical Education - A Tactical Games

Approach Stephen A. Mitchell, Judith L. Oslin, Linda L. Griffin (2003)

Champaign, IL: Human Kinetics.

California physical education content standards K-12. (2006). California

Department of Education. Moving into the future, K-12 NASPE national

standards. (2004). American Alliance for Health, Physical Education and Dance.

Methods of Instruction:

This course will combine lectures and laboratory experiential activities designed to develop knowledge and skill necessary for creating developmentally appropriate activities for the K-12 settings. Student presentations will be included.

Professional Expectations

- All work will be fully completed and submitted at the beginning of class on the required due date. In class assignments can NOT be made up.
- Arrive on time for each class prepared to participate, contribute, learn, and develop new concepts related to teaching and learning.
- Participation a requirement. Do what you physically can do during lab. As a teacher it is most important that you know what to do and how to do it. If there is any physical problem, please inform me.
- Students will be responsible for working EQUITABLY with a partner(s) throughout the semester.
- Papers written outside of class must be typed, double spaced, and 12 font.

Assessment and Evaluation:

1. Development and application of non-traditional game	15%
2. Development and application of orienteering course	15%
3. Development and application of group initiatives	15%
4. Written tests on non-traditional games and activities	30%
5. Class participation/discussions	10%
6. Reflection papers	15%

Specifics for all assignments will be discussed in detail (with hand outs) in class.

Grading Scale:

A = 93-100%	B+ = 86-89%	C+ = 76-79%	D+ = 66-69%	F = 61% and below
A- = 90-92%	B = 83-85%	C = 73-75%	D = 63-65%	
	B- = 80-82%	C- = 70-72%	D- = 60-62%	

Note: The two unit lecture and one unit lab will be computed together and recorded as one grade.

Students With Disabilities: This instructor, in conjunction with California State University Northridge, is committed to upholding and maintaining all aspects of the federal Americans with Disabilities Act of 1990 (ADA) and Section 504 of the Rehabilitation Act of 1973. If you are a student with a disability and wish to request accommodations, please contact the office of Students with Disabilities Resources located in 110 Student Services Building or call (818) 677-2684 for an appointment. Any information regarding your disability will remain confidential. Because many accommodations require early planning, requests for accommodations should be made as early as possible. Any requests for accommodations will be reviewed in a timely manner to determine their appropriateness to this setting.

Statement on Cheating and Plagiarism: Any student caught cheating on an exam or lab assignment will automatically fail the course, and may be subject to more severe University discipline. Please refer to the California Code of Regulations, Section 41301, Title 5 as found in the university catalog.

