

SYLLABUS

COURSE TITLE	Supporting the development of fine motor skills through play
CREDITS	2
LANGUAGE OF INSTRUCTION	English
DEPARTMENT/FACULTY	Faculty of Education and Psychology
LECTURER(S)	Małgorzata Brodacka
COURSE OBJECTIVES	
<p>Students who successfully complete this course will have a basic knowledge of and insight into:</p> <ul style="list-style-type: none"> • The student is able to apply her/ his knowledge about a human anatomy to design classes developing fine motor skills; • The student recognizes the problems related to the develop children’s manual skills; • The student is acquainted with the role of play in developing fine motor skills; • The student gains awareness of the risks to the development of children's fine motor skills and she/ he is able to talk about them with other teachers and parents; 	
PREREQUISITES	
COURSE ORGANISATION –LEARNING FORMAT AND NUMBER OF HOURS	
<p>10 hours of lecture 20 hours of workshops</p>	
COURSE DESCRIPTION	
<p>The aim of the course is to provide students with basic knowledge of the processes affecting the development of fine motor skills. Students will gain competence in the area of diagnosis of manual skills. Students will know a lot of games which support a development of fine motor skills and games useful in therapy for children aged 0-6.</p>	
METHODS OF INSTRUCTION	lecture, discussion, didactic film, reading assignments, demonstrations, quizzes
REQUIREMENTS AND ASSESSMENTS	<ul style="list-style-type: none"> * Attendance and active participation in classes * Exam: one test at the end of term covering the text and lecture material (multiple choice; true- false statements) * One project of classes developing fine motor skills
GRADING SYSTEM	<p>Success in this course depends on attending class regularly, actively participating in class, and taking thorough notes.</p> <p>Test: There will be one test at the end of term. Students will be informed about them at least 2 weeks in advance. It will cover the text and lecture material. To pass a test there is needed to have at least 51% of points:</p> <p>0%-50% - 2.0 51%-60% - 3.0 61%-70% - 3.5</p>

71%-80% - 4.0

81%-90% - 4.5

91%-100% - 5.0

Project of classes developing fine motor skills: there are three aspects to assessment:

- ✓ formulating the goals of the classes (0 to 10 points),
- ✓ the selection of games in accordance with the goals and age of the participants (0-10 points),
- ✓ the attractiveness of the proposed games (0-10 points).

0-15 – 2.0; 16-18 – 3.0; 19-21 – 3.5; 22-24 – 4.0;
25-27 – 4.5; 28-30 – 5.0

Final grade: The final grade will be an average of two grades (from test and from project of classes).

TOTAL STUDENT WORKLOAD NEEDED TO ACHIEVE EXPECTED LEARNING OUTCOMES EXPRESSED IN TIME AND ECTS CREDIT POINTS

Activity	Hours:
Lecture	10
Workshops	20
Preparation for classes	10
A project of classes developing fine motor skills (preparation)	8
Revising for the test	10
Test	2
Total	60
ECTS	2

STUDY MATERIALS

PRIMARY OR REQUIRED BOOKS/READINGS:

- ✓ Colvin A. V. (2022). Teaching Fundamental Motor Skills. Human Kinetics Pub Inc.
- ✓ Featherstone, S. (2013). The little book of fine motor skills. Bloomsbury Publishing PLC.
- ✓ Huffman, J. M., Fortenberry, C. (2011). Helping Preschoolers Prepare for Writing. Young Children, 66, p. 100-103.
- ✓ Strooband, K. F. B., Rosnay, M., Okely, A. D., Veldman, S. L. C. (2020). Systematic Review and Meta-Analyses: Motor Skill Interventions to Improve Fine Motor Development in Children Aged Birth to 6 Years. *Journal of Developmental & Behavioral Pediatrics*, 41(4), p. 319-331.

SUPPLEMENTAL OR OPTIONAL BOOKS/READINGS:

<https://www.kenhub.com/en/library/anatomy/hand-anatomy>