

YORK UNIVERSITY
KINESIOLOGY AND HEALTH SCIENCE
PKIN – 0294M, W16: Competitive / Cooperative Aquatic Games
Course Outline
(Tait Pool)

Instructor: David Ferguson (705 432 2246) / (dovetailf@sympatico.ca) 2015 / 16

Scope of Course: This course is an introduction to cooperative and competitive games and exercises for those with a swimming background and ability. It will teach the basic theory of cooperative and competitive games / exercises (games with aims). It will also teach and review programming safety, fitness participation requirements, activity objectives, activity leadership, trends, etc. Participants will also gain practical experience in creating, planning, and supervising cooperative and / or competitive activities of their own devising. This program will not specifically deal with the 4 main aquatic sports (Competitive Swimming, Diving, Synchronised Swimming, or Water polo)

Prerequisite: Swim I or equivalent ability (to be evaluated in class) or teacher's permission

References / (Optional Texts): Proficiency Games and Skills, Volume 5 - Second Edition, (Lifesaving Society),
The Canadian Lifesaving Manual, (Lifesaving Society),
Swimmer / Adult Swimmer Award Guide.-, (Lifesaving Society),
Swimming and Water Safety Text (Canadian Red Cross)
Water Safety Instructor Guide and Reference Volume 5 (Canadian Red Cross)
Silver Bullets, Karl Rohnke, Kendal Hunt Publishing
The Cooperative Sports and Games Book, Terry Orlick Pantheon Books

Evaluation: All assignments are completed throughout the term.
Practical Evaluation / Theory: **45%** (demonstrated understanding of games theory)
Assignment: **30%** (creation, planning, documentation, implementation of assigned activity)
Attendance and Participation: **25%** (non-attendance after your presentation will result in a ten (10) mark per day penalty plus loss of the Pass / Fail option.)

Please Note: ~ **All assignments are mandatory and must be submitted as assigned by due date(s). Non-submission, or not submitted as assigned will result in a '0' mark plus a '10' mark penalty and loss of the 'Pass' / 'Fail' option. (Late assignments will be penalized at 10% per calendar day.)**

Content: The Aquatic Games course is composed of both theoretical and practical components. In order to create, plan, organize, manage, lead and evaluate cooperative and competitive activities, it is necessary to understand the theoretical components of the activities programmed. The practical demonstration of these skills and knowledge will be a major component of this program.
Please Note: Assignments (practical presentation and accompanying documentation) not completed on due date, as assigned, will result in a failing grade.

Practical: Each student (or assigned group) will create an aquatic activity from the assigned Category. (i.e. cooperative, competitive, or cooperative / competitive). The game / activity must then be presented and played by class members who will also may provide a peer evaluation. The class teacher will provide final evaluation. The student is expected to have a Lesson Plan, to demonstrate safety, leadership, organization, preparation, appropriate rules and enforcement etc.

Theory: The theory of competitive and cooperative games is integral to the practical portion of the course. The activity's creation, safety, resources, rules, equipment. enforcement, protocol learning etc., must be documented in booklet form and submitted for evaluation with the practical activity. The understanding of the theory portion must be practically demonstrated as part of the presentation. The theoretical components include: trends, fitness, age relevance, and activity objectives (communications, leadership, group dynamics, individual and group development, etc.), plus purposeful intro and warm down activities, age continuance, etc.