SYLLABUS

1. Course title:

FOOTBALL II

2. Code:

(max. 20 characters)

3. Cycle of study:

1

4. ECTS credits:

5

5. Type of course:

(●) Mandatory ( ) Elective

6. Prerequisites:

(max. 110 characters)

7. Class restrictions:

(max. 150 characters)

8. Duration / semester:

1 5

9. Weekly contact hours:

9.1. Lectures:	3
9.2. Seminars:	0
9.3. Laboratory/Practice classes:	2

10. Faculty:

Faculty of Physical Education and Sport

11. Department/study program:

(max. 100 characters)

12. Lecturer:

Alen KApidžić

13. Lecturer's e-mail:

alen.kapidzic@untz.ba

14. Web site:

(max. 50 characters)

15. Course aims:

To acquaint them with: identifying the functions of target motion patterns; The methodology of training the elements of football tactics, with basic organizational forms of work, with basic knowledge related to understanding the football game, to acquire basic knowledge about the ways of team leadership, basic knowledge of individual group and team tactics in attack and defense; Basic knowledge of tactics of the game; Basic knowledge of planning and programming of football training for different age categories.

16. Learning outcomes:

Students will master the theoretical and motor skills and skills needed in the realization of the program content of Football II in a challenging educational process at all levels. It will be customary to evaluate anthropoesthetic characteristics of the athlete and, on the basis of this information, make corrections in the training process, will be able to solve the problems of individual Team and team tactics in defense and attack, will be trained to adequately plan and program training in different ages of sports categories.

17. Course content:

Within theoretical lectures on the fOOTBALL II subject students will study the following units: the development of a football game system; Methods and exercises for training tactical calculations; Elements of individual, group and team tactics in defense and attack; Tactics of positions in the game of all playing positions; Goalkeeper tactics. As part of the practical part of the course, students will study the following teaching units: basic elements of individual tactics and their application; Elements of team and team tactics in attack and defense; Application of tactical calculations with emphasis on greater variation and situational applicability through target gaming.

18. Learning methods:

Teaching / Learning Methods: Discovery and Conversation Teaching, Direct Teaching, Creating Abstract Concepts and Active Experimentation, A Student Presentation Linking Language Supported Language Support for better information. Teaching Styles: Verbal, Visual, Kinesthetic, and Solo.

19. Assessment methods:

In sixths WEEK, students will have the first checkpoint, ie inter-exam (practical, theoretical). This questionnaire covers the material that has been processed so far. The test consists of a number of tasks and their number and scoring depend on the weight of the task scheduled for interviews. The student can accomplish a maximum of 16 points (8 theories, (practically).) In the twelve, the second is the second intermediate, which includes the material from the first to the second intercourse, which is the same principle as the first one.For activity in lectures and exercises The student can win 8 points (3-theoretical, 5-practical) The final exam from the theoretical part of the exam is scored with 20 points as well as the practical part of the exam 20 points.On the final exam, either theoretical or practical, the student must win 50% The number of points to be considered as the passed and awarded points has been added to the points already obtained up to the final exam If a student on the exam or the final exam is caught breaking the student's obligations to the exam, the exam is not recognized and the 5 points will be deducted from the previously awarded points.

20. Assessment components:

The assessment of the exam is based on the total number of points and is determined according to the following scale: presence of max 10 lectures, presence of exercises max 10, student activity (theory 3, practically 5), Colloquium I 16, Colloquium II 16, final exam T20, Final Exam P 20. The rating ranges are as follows: 0-53 (grade 5) 54-63 (grade 6) 64-73 (grade7) 74-83 (grade8) 84-93 (grade9) 93-100 (grade10).

21. Required reading list:

1. Mikić, B (1996). Osnove psihologije sporta. "printCom" d.o.o. Grafički inježenjering Tuzla.
2. Kapidžić, A (2012). Nogomet - analiza i metodika tehničko taktičkih postupaka. CPA Tojšići.

22. Web sources:

23. Applicable starting from the academic year:

2014-2015

24. Adopted in the Faculty/Academy session:

(max. 10 char.)