

SYLLABUS

1. Course title:

VOLLEYBALL I

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

7

9. Weekly contact hours:

9.1. Lectures:

2

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:

Students will master the basic structures of the exercises that are performed in the exercises; Will be introduced to the method of training the technical elements of volleyball; Will master basic knowledge related to the understanding of volleyball games, the importance of analyzing the volleyball game as well as the importance of technical preparation and its significance for the volleyball game; Will be able to overcome basic organizational forms of work.

16. Learning outcomes:

The students will master the theoretical motor skills and skills needed in realization of program content of volleyball in the educational process at all levels through this subject; Will be trained to produce a methodical string and any technical element of the volleyball that will certainly contribute to their better pedagogical work with all ages; Will be trained to use basic organizational forms of work; Will be trained to apply the acquired knowledge and the ability to use the literature to alleviate the problems of technical preparation of sports.

17. Course content:

Within theoretical lectures on the Nogomet 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 at most 4 points (7 theories, 7 practical). At the twelve, the second is the second intermediate which covers the material processed from the first to second intercourse. This mid-point is scored by the same principle as the first. For an activity on lectures and exercises, the student can win 8 points (3-theories, 5 - practically). 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. At the final exam, either theoretical or practical, the student must win 50% of the maximum score to be considered as the passed and awarded points awarded by the points already obtained up to the final exam. The student places the rules where he can win the max. 4 points. If a student at a college or final exam is caught breaking the student's obligations on the exam, the exam is not recognized and 5 points will be deducted from previously earned 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: attendance at max 10, presence of max 10 exercises, student activity (theory 3, practically 5), rule 4, colloquia I theory 7, colloquium I practically 7, Colloquium II Theory 7, Colloquium II Contrasting 7, Final Teaching Theory 20, Final Exam Practically 20. Grades of Assessment are as follows: 0-53 (grade 5) 54-63 (grade 6) 64-73 (grade7) 74-83 (Rating8) 84-93 (rating9) 93-100

21. Required reading list:

1. Mikić, B (1996). Osnove psihologije sporta. "printCom" d.o.o. Grafički inženjering Tuzla.
2. Janković, V., Marelić, N. (1995). Odbojka.Fakultet za fizičku kulturu, Zagreb.

22. Web sources:**23. Applicable starting from the academic year:**

2014-2015

24. Adopted in the Faculty/Academy session:

(max. 10 char.)