



**COWLEY COLLEGE
& Area Vocational Technical School**

COURSE PROCEDURE FOR

**RECREATION LEADERSHIP I
HPE6320 2 Credit Hours**

Student Level:

This course is open to students on the college level in either the Freshman or Sophomore year.

Catalog Description:

HPE6320 - RECREATIONAL LEADERSHIP I (2 Hrs)

Students will learn how to set up several different kinds of tournaments. They will meet in a classroom one day a week and work in a laboratory situation by implementing the intramural programs two days a week. Problems in intramural programs will be a major concern of this class.

Prerequisites:

None

Controlling Purpose:

This course is designed to help the student examine play, leisure and recreational activities and how they play such a vital note historical tracing of both societies and individuals

Learner Outcomes:

Upon completion of this course, the student will develop both knowledge and appreciation of how play, leisure and recreation affect each and every member of society

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following outline defines the minimum core content not including the final examination period. Instructors may add other material as time allows.

Evaluation Key:

- A = All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field.
- B = All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals of work at the next level can be easily achieved.
- C = All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for

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taking more advanced work in the same field, but without any major handicap of inadequacy in his background.

- D = A few of the major goals have been achieved, but the student's achievement is so limited that he is not well prepared to work at a more advanced level in the same field.
- F = Failing, will be computed in GPA and hours attempted.
- N = No instruction or training in this area.

UNIT 1: THE NATURE OF PLAY, RECREATION, AND LEISURE						
Outcomes: Upon completion of this unit, the students will be able to successfully...						
A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Define Play
						Define Leisure
						Define Recreation
						Maslow's and Khaldum's theories
						Role of the mind in determining recreation

UNIT 2: THE EVOLUTION OF PLAY, LEISURE AND RECREATION						
Outcomes: Upon completion of this unit, the students will be able to successfully...						
A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Understand the evolution process for play and leisure
						Factors that lead to evolutionary changes
						Trace the origins of play forms
						Enumerate the contributions of the early societies to play, leisure and recreation

UNIT 3: LEISURE, RECREATION, AND THE INDIVIDUAL

Outcomes: Upon completion of this unit, the students will be able to successfully...

A	B	C	D	F	N	Specific Competencies Demonstrate the ability to:
						Examine Individuals special needs for leisure.
						Develop an appreciation for physical recreation.
						The mechanism of developing physical fitness.
						Demographical factors examined.

UNIT 4: RECREATION, LEISURE AND THE LIFE COURSE: ADOLESCENTS.

Outcomes: Upon completion of this unit, the students will be able to successfully...

A	B	C	D	F	N	Specific Competencies Demonstrate the ability to:
						Traumatic change that take place in adolescents.
						The difference between male and female adolescents.
						Tailor recreation activities to the specific needs of the adolescents.

UNIT 5: RECREATION, LEISURE, AND THE LIFE COURSE: ADULTS AND SENIOR CITIZENS

Outcomes: Upon completion of this unit, the students will be able to successfully...

A	B	C	D	F	N	Specific Competencies Demonstrate the ability to:
						Adulthood is similar to childhood in that both are classified to different stages.
						Changes in population.
						Understand the process of successful aging.

UNIT 6: RECREATION, LEISURE, AND SOCIETY

Outcomes: Upon completion of this unit, the students will be able to successfully...

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Understand the basic elements of society.
						Understand the impact of the family unit.
						The role of government in recreation.
						Technology impact on leisure choices.

UNIT 7: THE INTERNATIONAL SCENE

Outcomes: Upon completion of this unit, the students will be able to successfully...

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Examine ideological differences.
						Examine third world society's recreations.
						Learn the term "Global Village."
						Examine ethnicity and cultural differences.

Projects Required:**Textbook:**

Contact Bookstore for current textbook.

Attendance Policy:

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy

Course Time Frame:

The U.S. Department of Education, Higher Learning Commission, and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching, and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

Refer to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.