COMMON COURSE OUTLINE:  Course discipline/number/title:  REC 2210: Recreation Program Leader

A.  CATALOG DESCRIPTION

1. Credits: 3
2. Hours/Week: 3
3. Prerequisites (Course discipline/number):  PHED 2270, PHED 2280 or instructor’s permission.
4. Co-requisites (Course discipline/number): None
5. MnTC Goals (if any): NA

This course is designed to develop a philosophic recreational background with a practical hands on experience with recreational event planning, promoting and managing of events and facilities. The student will develop a broad background in the foundations of recreation and play. They will also have hands on experience with the planning and managing of recreational events and leagues. Recommended Entry Skills/Knowledge: College level reading and writing, previous experience in recreation or sports.

B.  DATE LAST REVISED (Month, year):  April, 2004

C.  OUTLINE OF MAJOR CONTENT AREAS:

1. The Nature of Recreation and Play
   a) Defining recreation
   b) Play - research and theories
2. The History of Recreation and Play
   a) Old World
   b) New World
   c) Modern - Era
3. Benefits of Recreation to the Individual
   a) Physical
   b) Emotional
   c) Psychological
   d) Social
4. Recreation and Play for Different Groups
   a) Special populations/diversity
   b) Children
   c) Adolescents
   d) Adults/seniors
5. Recreation and Society
6. Providers and Resources
   a) Public
   b) Private
   c) Commercial
   d) Employers
   e) Campus
   f) Elder-Care
7. The Profession
   a) Careers and Requirements
   b) Being Professional
   c) Leadership and Ethics
8. Planning
   a) National/ State
   b) Local-City and Campus
9. Management
   a) Areas of Responsibility
   b) Recreation and the Law
   c) Financial Aspects
   d) Evaluation- agency, facility, personnel, programs
C. OUTLINE OF MAJOR CONTENT AREAS: Continued.
   10. Issues and Inequality
      a) Women and Special Populations
      b) High risk recreation
      c) Vandalism
      d) Violence
      e) Commercialism
   11. Planning and Management of Events/Tournaments
      a) A hands on practical experience - taking or helping with a specific area of event planning/managing

D. LEARNING OUTCOMES (GENERAL): The student will be able to:
   1. Understand the historical foundations and principals of recreation and leisure.
   2. Be able to identify the benefits of recreation and play to the individual.
   3. Understand what is appropriate activity for different age groups in their human development.
   4. Understand the different levels of recreational opportunities and the differences in funding of each.
   5. Identify possible careers opportunities in recreation.
   6. Understand what it means to be a professional and exhibit leadership and ethics.
   7. Demonstrate ability to plan and manage events and tournaments.
   8. Demonstrate critical thinking in solving problems with issues in recreational settings.

E. LEARNING OUTCOMES (MNTC): NA

F. METHODS FOR EVALUATION OF STUDENT LEARNING:
   1. Attendance
   2. Papers
   3. Tests
   4. Projects
   5. Classroom presentations
   6. Successful event/tournament planning and management

G. SPECIAL INFORMATION (if any): None