## SYLLABUS FOR B. A. PHYSICAL EDUCATION/ SEMESTER IV/ PAPER I

Program/Class: Year: Second Semester: Fourth Certificate Subject: Physical Education-Theory Course Code: Course Title: Sports Psychology And E020401T Recreational Activities Course outcomes: students can be able to understand various aspects of psychology apply to sports person and how to organize sports and recreational Credits: 04 Elective Max. Marks: 25+75 Min. Passing Marks: 10+25 Total No. of Lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0 - 0Unit Topics No. of Lectures I INTRODUCTION: 6 Meaning, Importance and scope of sports psychology General characteristics of various stages of growth and development. Psycho-sociological aspects of human behaviour in relation to physical education. II **LEARNING:** 8 Nature of learning, theories of learning. Law of learning, plateau in learning, transfer of learning Meaning and definition of personality, characteristics of personality. Dimensions of personality, personality and sports performance. **MOTIVATION:** 111 8 • Nature of motivation, factors influencing motivation. • Motivational techniques and its impact on sports performance. • Mental preparation strategies: attention, focus, self-talk, relaxation and imaginary.

IV.	ANXIETY AND AGGRESSION:  * Aggression and sports, meaning and nature of anxiety, kind of anxiety  * Meaning and nature of stress, types of stress  * Anxiety, stress arousal and their effects on sports performance. * Concept of incentives and achievements.	К
V	<ul> <li>PLAY:</li> <li>Meaning of Play</li> <li>Definition of play</li> <li>Various Theories of play</li> <li>Significance of Theories of play in Physical Education and Sports.</li> <li>Significance of play for a Child.</li> </ul>	8
VI	<ul> <li>Meaning and importance of recreation in physical education</li> <li>Principles of recreation in physical education</li> <li>Areas, classification and ways of recreation.</li> <li>Use of leisure time activities and their educational values.</li> </ul>	8
VII	<ul> <li>TRADITIONAL GAMES OF INDIA:</li> <li>Meaning.</li> <li>Types of Traditional Games-</li> <li>Gilli- Danda, Kanche, Stapu, Gutte, etc.</li> <li>Importance/ Benefits of Traditional Games.</li> <li>How to Design Traditional Games.</li> <li>Development of Personalities by the help of Traditional Games.</li> </ul>	7
VIII	INTRAMURALS:	7

## Suggested Readings:

- 1. Alliance, A. (1999). Physical Best Activity Guide, New Delhi,
- 2. Capel, S. et al Editors (2006). A Practical Guide to Teaching Physical Education. Routledge Publishers, USA.
- 3. Dheer, S. and Radhika. (1991). Organisation and Administration of Physical Edu., ND: Friends Pub. 4. Frost, R.B. and Others. (1992).