



UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Theoretical Seminars 1

2122-1-I0202D038

Aims

The seminar aims to introduce students to psychomotor education, and to the construction of the project for kindergarten: physical and mental setting, psychomotor areas and targets for children from 3 to 5 years of age. Analysis of the scan of a session type

Contents

PSYCHOMOTOR EDUCATION: Initial theoretical introduction to psychomotor education. Ability to read different types of psychomotor education projects. Ability to analyze different types of psychomotor education projects. Preparation, construction and testing of different types of settings in relation to the targets previously included in the project. Reading and analysis of different types of psychomotor education projects, trying to stress their strengths and weaknesses.

Detailed program

PSYCHOMOTOR EDUCATION

? Initial theoretical introduction to psychomotor education.

? Construction of the project for kindergarten: physical and mental setting, psychomotor areas and targets for children 3 - 4 and 5 years.

? Analysis of the scan of a session type.

? Preparation, construction and testing of different types of settings in relation to the targets previously included in the project.

? Reading and analysis of different types of psychomotor education projects, trying to stress particular strengths and weaknesses.

Prerequisites

none

Teaching form

Lectures and exercises

In the Covid-19 emergency period, lessons will be held remotely asynchronously with synchronous videoconferencing events

Textbook and teaching resource

1. Lapierre A., Aucouturier B., La simbologia del movimento, Edipsicologiche, Cremona, 1978
2. Aucouturier B., Il metodo Aucouturier, Franco Angeli, Milano, 2005
3. Le Boulch J., L'educazione psicomotoria nella scuola elementare, Unicopli, Milano, 1989
4. Formenti L., Psicomotricità a scuola, Edizioni Erickson, Gardolo (Tn), 2009

Semester

Second Semester

Assessment method

Attendance

Office hours

You receive by appointment
