

<b>Study program:</b> Special education and rehabilitation for students with intellectual disabilities			
<b>Type and level of studies:</b> Master academic studies			
<b>Course title:</b> Play treatment			
<b>Lecturer:</b> Mirjana Japundza-Milisavljevic			
<b>Status of the course:</b> Elective course of the module			
<b>ECTS:</b> 5			
<b>Prerequisites:</b> No prerequisites			
<b>Objective of the course:</b> The objective of this course is to familiarize students with the way of play treatment application in children whose it is needed, with possibility of including their families as active participant of the treatment.			
<b>Learning outcomes:</b> The outcome of the course is to enable students to, through principles and techniques, conduct activities that will alleviate or inhibit the state of child’s involvement in this type of treatment, while raising the level of self-esteem and self-confidence.			
<b>Course contents:</b> <i>Lectures</i> Definition of basic terms of play treatment; Differences between children’s play and play treatment; Imaginary games; Competition games-developmental approach; Competing games; Traditional games; Basic principles of play treatment; Techniques of the work in play treatment; Parents involvement; Roll of the theory of adherence in play treatment; Learning of social skills trough the game; Toys and equipment for play treatment; Game cards in play treatment in children with learning and intellectual disabilities; Play treatment in aggressive and self-destructive children; Play treatment in children with ADHD. <i>Practical exercises</i> Includes practical application of processed teaching content.			
<b>Required textbooks/reading:</b> 1. Guerney, L. (2001). Child-Centred Play Therapy. <i>International Journal of Play Therapy</i> . 10 (2), 13-31. 2. Hall, T., Kaduson, H., & Schaefer, C. (2002). Fifteen effective play therapy techniques. <i>Professional Psychology: Research and Practice</i> . 33(6), 515-522. 3. Schaefer, G., & Reid, S. (Eds.). (2001). <i>Game play: Therapeutic use of childhood games</i> . John Wiley & Sons: Kanada (1-31, 39-64, 109-128, 146-162, 190-211, 283-316) ISBN 0-471-36256-5			
<b>Total number of active teaching classes</b>		<b>Lectures:</b> 2 classes a week	<b>Practical exercises:</b> 2 classes a week
<b>Teaching methods</b> Lectures, practical excercises, independent assignments, demonstrations, multimedia, interactive teaching.			
<b>Knowledge score (maximal points = 100)</b>			
<b>Pre-exam obligations</b>	<b>points</b>	<b>Final exam</b>	<b>points</b>
active student participation	5	written exam	/
practical exercises	20	oral exam	55
midterm(s)	-	/	/
term paper(s)	20	/	/