Study program: Preschool Teacher Education

Type and level of studies: MAS

Course unit: Language games in speech development

Teacher in charge: Jelena Spasić

Language of instruction: English

**ECTS:** 6

Prerequisites: /
Semester: 1<sup>st</sup> and 2<sup>nd</sup>

# Course unit objective

Theoretical and practical training of students - teachers in preschool institutions for independent work on speech development of children of preschool age. Training students for the application of new and modern forms of work. Encouraging students to follow modern trends and the emergence of innovative methods in the work on children's speech development.

#### **Learning outcomes of Course unit**

The student can follow modern trends in the work on speech development of preschool children. The student can independently design a guided language game, taking into account the age criterion. The student knows how to integrate different types of language games in all areas of educational work. The student knows how to use speech therapy fairy tales as an incentive for children's speech development. The student recognizes the stylistic figures at the base of language games. The student can support the development of lexical awareness in preschool children through language games.

#### **Course unit contents**

#### Theoretical teaching

1. Definition of the game. Children's language games. Principles and methods of work. Play and speech. 2. Classification of language games. Verbal and non-verbal language games. Phonological games. Lexical games. Syntax games. Games with proverbs, riddles, speed puzzles, riddles, counters, and ordinals. Talking games. Creative talking. Mobile speech games. Drama games. Games of improvisation and dramatization. 3. Language games in the function of encouraging the speech creativity of the child. Speech therapy fairy tale as a stimulus for speech development. The language of fairy tales is a source of language games. Language-thought games as a stimulus for understanding lexical relations. Awareness of linguistic and stylistic idiosyncrasies through the language game.

### Practical teaching

Students search recent literature on language games, with special reference to foreign literature. They prepare visual and auditory didactic tools with the application of information and communication technology for guided language games. They examine the representation of language games in the work on the development of speech in a preschool institution. They integrate the contents of various areas of educational work in the work on the speech development of preschool children through the use of language games. They present their ideas about the possibilities of using language games in the work on the speech development of preschool children. They participate in the development of language game manuals.

#### Literature

- 1. Spasić, J. (2022). Jezičke igre u govornom razvoju. Jagodina: Fakultet pedagoških nauka.
- 2. Spasić, J. (2021). Jezičke igre u govornom razvoju : priručnik za razvoj govora dece predškolskog uzrasta. Beograd: Kreativni centar.

Number of active t				
Lectures (including tutorials and seminars): 30	Practice: 15	Other forms of classes:	Independent work:	Other classes

## **Teaching methods**

Lectures (including tutorials and seminars, class is a combination of theoretical and practical activities), independent study. Interactive work in small groups, individual method, discussion, and consultative teaching.

Examination methods (maximum 100 points)						
Exam prerequisites	No. of points:	Final exam	No. of points:			
Student's activity during lectures	10	Oral exam	60			
practical classes/tests						
Project	30					
Other						

Grading system					
Grade	Number of points	Description			
10	91-100	Excellent			
9	81-90	Exceptionally good			
8	71-80	Very good			
7	61-70	Good			
6	51-60	Passing			
5	≤50	Failing			