



Course Outline

HMALS4001 ADVENTURE PROGRAMMING

Title: ADVENTURE PROGRAMMING

Code: HMALS4001

Formerly: PE801

School / Division: School of Health Sciences

Level: Advanced

Pre-requisites: Nil

Co-requisites: Nil

Exclusions: (PE801)

Progress Units: 2.5

ASCED Code: 70105

Objectives:

After successfully completing this course, students should be able to:

Knowledge:

- Understand the theoretical perspectives of adventure-based learning and programming

Skills:

- Develop skills in programming, implementing and processing a range of Project Adventure activities

Values:

- Appreciate the benefits that can be gained by using adventure-based activities in a program
- Recognise the value of adventure-based learning concepts and practices

Content:

Topics may include:

- Games & activities: Warm-ups, deinhbitizers, sit down - no sweat activities
- Games & activities: trust & empathy, readings
- Games & activities: adventure games, decision-making
- Challenge by Choice. Adventure - What is it? Setting Goals, Full Value Contract
- Experiential Learning Cycle, Processing the learning experience. Programming/sequencing. Peer presentation organisation
- Activities: Decision-making/problem solving
- Activities: Initiatives



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Learning Tasks & Assessment:

Learning Task	Assessment	Weighting
Class attendance and participation	90% attendance required	S/U
Participation in classes, completion of set readings & unit materials	Activity journal / resource file	S/U
Development of skills in adventure program design	Assignment - Adventure-Based Program Design	40 - 60%
Development of competence in presenting and instructing adventure activities	Peer presentation	40 - 60%

Adopted Reference Style:

APA

Handbook Summary:

This course is designed to enable students to understand the theoretical perspectives of adventure-based learning and programming. Students will participate in a range of adventure-based activities and will develop skills in programming and implementing such activities. Students will be exposed to a variety of experiential learning contexts and challenges in order to understand the potential of adventure-based learning concepts and practices.