MINISTRY OF EDUCATION AND TRAINING

**LAC HONG UNIVERSITY**

**COURSE OUTLINE**

**<126032 – GAME SKILLS AND FIRST AID >**

| **1.** | **GENERAL INFORMATION** | |
| --- | --- | --- |
| Course name (Vietnamese): | | Ky nang hoat nao va so cuu |
| Course name (English): | | Game skills and first aid |
| Course ID: | | 126032 |
| Types: | | Specialization |
| Faculty/Department: | | Tourism and Travel Management |
| Main Lecturer: | | Phan Van Hai  Email: haipv@lhu.edu.vn |
| Lecturer participating in: | | Vu Duc Cuong  Email: Cuongvd.lhu.edu.vn |
| Number of credits : | | 2 |
| Theory :  Practice :  Exercise : | | 15 periods  0 periods  30 periods |
| Specialty : | | Selective to students in major of Tourism and Travel Management |
| Previous course: | | No |
| **2.** | **COURSE DESCRIPTION** | |

The course provides the skills of organizing activities, building a collective spirit in tourism activities and developing the script, organizing and implementing the Games in each of the specific business environments of the tour guide.

Besides, this course helps students practice emergency care for basic accidents that are common when guiding tourists.

| **3.** | **COURSE LEARNING OUTCOMES** |
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**Table 1: Course Learning Outcomes (CLOs)**

| **Course Learning Outcomes (CLOs)** | **Course Learning Outcomes Content** | **Bloom domain/Bloom level** | **Program Learning Outcomes (PLOs) (\*)** |
| --- | --- | --- | --- |
| CLO1 | Applying the positive effect of Game skills and first aid to tourism activities | Knowledge (3) | PI2.2 |
| CLO2 | Getting quick adaptation to all situations of game skills and first aid in tourism | Skills (4) | PI6.2 |
| CLO3 | Being responsible in professions. | Attitude (2) | PI7.1 |

| **4.** | **COURSE CONTENT, LESSON PLAN** |  |
| --- | --- | --- |

**Table 2: Course Content, Lesson Plan**

| **Week** | **Lesson/Chapter** | **Name/Chapter** | **Lesson Learning Outcomes (LLO)** | | **Lecture and Study activities** | **Teaching methods** | **Assessment methods** | **References (\*)** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | Chapter 1 | **Some point of views on tourism game skills** | LLO1.1 | Explaining terms, related contents in game skills | **In class:**  Lecturer introduces the course overview, regulations and study goals.  Students approach new knowledge by listening, observing, and asking questions.  **At home:**  Collecting famous games. | Lecture  Game | Short answer test | [5], [6], [7] |
| LLO1.2 | Obeying the regulations | Lecturer asks students to learn about games. | Lecture | Short answer test |
| 2 | Chapter 2 | **Animator’s skills in tourism** | LLO2.1 | Listing basic skills requirements when conducting tourism activities | Lecturer instructs each group to study.  Reporting in groups. | Discussion | Short answer test | [5], [6], [7] |
| 3 | LLO2.2 | Implementing the common skills of a tourist. | Lecturer asks each group to perform false situations. | Drill and Practice | Observation |
| 4 | LLO2.3 | Following steps in the process of conducting tourist activities | Lecturer asks every student to follow the process. | Drill and Practice | Short answer test |
| 5 | Chapter 3 | **Game and applications in tourism** | LLO3.1 | Showing popular games in tourism | Lecturer instructs groups to debate about games. | Discussion | Short answer test | [5], [6], [7] |
| LLO3.2 | Applying knowledge to organize popular games in travel | Lecturer instructs about core theories in class, then students form into small groups to perform game skills in themes | Drill and Practice  Role-playing | Cross-review |
| 6 | LLO3.3 | Creating Tourism game activities by Sample | Lecturer asks students to perform games. | Role-playing | Observation |
| LLO3.4 | Following the right demand of the animators | Lecturer instructs students to follow steps in organizing games accurately. | Role-playing | Observation |
| 7 | Chapter 4 | **Team building and applications in tourism** | LLO4.1 | Choosing the right themes for team building in tourism | Lecturer guides groups to discuss the team building games. | Discussion | Short answer test | [5], [6], [7] |
| LLO4.2 | Applying knowledge to organize team building in tourism | Lecturer guides core theoretical issues in the classroom. Students divide into small groups to organize thematic activities. | Drill and Practice  Role-playing | Observation |
| 8 | LLO4.3 | Getting quick adaptation to organizational situations Team Building | Lecturer requires students to perform team building activities for different objects, circumstances. | Role-playing | Observation |
| LLO4.4 | Following steps in the team building process | Lecturer requires all students to follow the pattern. | Role-playing | Observation |
| 9 | Chapter 5 | **First aid for common accidents in tourism** | LLO5.1 | Listing popular first aid methods in tourism | Lecturer guides the group to study. | Discussion | Short answer test |  |
| LLO5.2 | Efficiently carrying out emergency operations for travel accidents | Lecturer guides core theoretical issues in class. Students divide into small groups to organize thematic activities. | Drill and Practice  Role-playing | Observation |
| 10 | LLO5.3 | Giving quick adaptation to situations | Lecturer requests students to carry out emergency operations for subjects, different circumstances. | Role-playing | Observation |
| LLO5.4 | Being responsible in performing | Lecturer asks students to actively participate in the false situations | Role-playing | Observation |
| 11 | Exam | Doing test for 30% | LLO6.1 | Implementing efficient game skills activities and first aid in tourism | Lecturer requires individuals to take a practice test in turn. | Role-playing | Observation |  |
| LLO6.2 | Giving quick adaptation to all situations of emergency activity and emergency rescue in tourism | Lecturer asks students to actively participate in the false situations | Role-playing | Observation |  |

| **5.** | **MAPPING OF LESSON AND COURSE LEARNING OUTCOMES**  **Table 3: Mapping of Lesson and Course Learning Outcomes**   | Lesson Learning Outcomes | Course Learning Outcomes | | | **Evaluation Component** | | --- | --- | --- | --- | --- | | **CLO1** | **CLO2** | **CLO3** | | **LLO1.1** | X |  |  | A1 | | **LLO1.2** |  |  | X | A1 | | **LLO2.1** | X |  |  | A1 | | **LLO2.2** |  | X |  | A1 | | **LLO2.3** |  |  | X | A1 | | **LLO3.1** | X |  |  | A1, A2,A3 | | **LLO3.2** | X |  |  | A1, A2,A3 | | **LLO3.3** |  | X |  | A1, A2,A3 | | **LLO3.4** |  |  | X | A1, A2,A3 | | **LLO4.1** | X |  |  | A1, A2,A3 | | **LLO4.2** | X |  |  | A1, A2,A3 | | **LLO4.3** |  | X |  | A1, A2,A3 | | **LLO4.4** |  |  | X | A1, A2,A3 | | **LLO5.1** | X |  |  | A1, A2,A3 | | **LLO5.2** | X |  |  | A1, A2,A3 | | **LLO5.3** |  | X |  | A1, A2,A3 | | **LLO5.4** |  |  | X | A1, A2,A3 | | **LLO6.1** | X |  |  | A1,A2,A3 | | **LLO6.2** |  | X |  | A1, A2,A3 | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| **6.** | **COURSE ASSESSMENT** |
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**Table 4: Course assessment**

| **Evaluation Component** | **Assessment** | **CLOs** | **Percentage (%)** |
| --- | --- | --- | --- |
| A1. Process | - Participating in lesson construction  - Class exercises  - Discussion, following the requested content | CLO1, CLO2, CLO3 | *30%* |
| A2. Midterm | - Performing the expertise in demand | CLO1, CLO2, CLO3 | *30%* |
| A3. Final | - Fieldwork test | CLO1, CLO2, CLO3 | *40%* |

| **6.** | **COURSE REQUIREMENTS AND EXPECTATIONS** |
| --- | --- |

- Attendance: Obeying the regulations.

- Students have to read the given study documentation by the lecturer before every lesson on the online learning system (LMS - learn.lhu.edu.vn).

- Students who do homework and exercises in class will be given bonus marks for the students’ process.

- Finishing given group discussion according to the lecturer's regulations.

| **7.** | **STUDY REFERENCES** |
| --- | --- |

**Textbook**

[1] Huynh Trong Khai (2022), *Giao trinh Game van dong*, NXB Dai hoc Quoc gia TP Ho Chi Minh

[2] Do Hai Yen, Tran Thi Nhung, Nguyen Thi Ngoc Linh, Bui Do Y An (2019), *Giao trinh So, Cap cuu trong hoat dong huong dan du lich*, NXB Dai hoc Quoc gia - Ha Noi

**References**

[3]. Doan Huong Lan (2016), *Giao trinh Nghiep vu huong dan du lich*, NXB Lao Dong, Ha Noi

[4]. Tong cuc Du lich, *Bo tieu chuan ky nang nghe du lich, khach san, nha hang Viet Nam VTOS (Vietnam Tourism Occupational Skills Standards),* Ha Noi

[5] Tap the tac gia (2012), *Game dan gian*, Nxb Van hoa dan toc

[6] Nhat Ly (2011), *1000 Game tu duy phat trien tri tue*, Nxb Van hoa - thong tin

[7] Pham Thanh Hiep (2010), *25 Game xay tinh dong doi = Team building,* Nxb Tre  
 [8] Tran Ngoc Ly (2017), *Game dan gian Nam bo*, Nxb Hoi nha van - Ha Noi

| **8.** | **SOFTWARE OR SUPPORTING EQUIPMENTS FOR PRACTICE** |
| --- | --- |

- Internet, Google Chrome, Kahoot..

**General rules:**

| **Abbreviation** | **Description** |
| --- | --- |
| **PLO/SO** | Program Learning Outcomes/Standard Outcomes |
| **PI** | Performance Indicators |
| **CLO** | Course Learning Outcomes |
| **LLO** | Lesson Learning Outcomes |

| **Head of Major/ Head of Faculty**  (sign and write full name) | Dong Nai, 2024  **Responsible lecturer**  (sign and write full name)  Phan Van Hai |
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