



課 綱 Course Outline
幼兒教育學系學士班

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| 中文課程名稱 Course Name in Chinese | 桌遊在幼兒教育的應用 | | | | |
| 英文課程名稱 Course Name in English | Board game applied to early childhood education | | | | |
| 科目代碼 Course Code | ECE_11310 | 班 別 Degree | 學士班 Bachelor' s | | |
| 修別 Type | 學 程 Program | 學分數 Credit(s) | 2.0 | 時 數 Hour(s) | 2.0 |
| 先修課程 Prerequisite | | | | | |
| 課程目標 Course Objectives | | | | | |
| <p>1. 學習如何運用桌遊於幼兒園教學 Learn how to apply board games to teach preschoolers</p> <p>2. 學會設計桌遊 Learn how to design a fun board game</p> <p>3. 學會將桌遊與課程主題結合 Learn how to combine board games and thematic curriculum</p> <p>4. 學會利用桌遊幫助特殊需求的幼兒 Learn how to use board games to help students with special needs</p> | | | | | |
| 系教育目標 Dept.' s Education Objectives | | | | | |
| 1 | 培養優質的幼兒教保專業人才 To cultivate high-quality early childhood educare professionals | | | | |
| 2 | 培養具備本土化及國際觀之人才 To cultivate local and global perspectives professionals | | | | |
| 3 | 培養具備幼兒教保學術研究及實務兼備之人才 To cultivate research and practice in early childhood educare professionals | | | | |
| 系專業能力 Basic Learning Outcomes | | | | 課程目標與系專業能力相關性 Correlation between Course Objectives and Dept.' s Education Objectives | |
| A | 具備幼兒教保發展理念與實務的素養。 To demonstrate the literacy of theorizing and performing developmentally appropriate early childhood educare curricula. | | | ○ | |

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| B | 具備理解與尊重幼兒發展及學習需求的素養。 To demonstrate the literacy of respecting and understanding preschool children's versatile developmental and learning needs. | ○ |
| C | 具備規劃適切的幼兒教保課程、教學及多元評量的素養。 To demonstrate the literacy of planning, executing, and evaluating developmentally appropriate educare programs for preschool children. | ● |
| D | 具備建立幼兒教保正向學習環境及適性輔導的素養。 To demonstrate the literacy of establishing positive learning environment and implementing multiple adaptive guidance for preschool children. | ● |
| E | 具備認同與實踐幼兒教保專業倫理的素養。 To demonstrate the literacy of identifying and complying with the early childhood educare professional ethics. | ○ |

圖示說明 Illustration : ● 高度相關 Highly correlated ○ 中度相關 Moderately correlated

課程大綱
Course Outline

1. 分享遊戲式學習的理念與實施，並且連結幼教課綱
2. 介紹桌遊常見機制，並且認識如何拆解機制
3. 以故事行銷的角度，思考桌遊設計流程
4. 開始踏入桌遊設計的世界
5. 從遊戲設置、玩家行動以及遊戲目標進行桌遊設計
6. 測試你設計的遊戲
7. 分享彼此的設計理念與內容

資源需求評估 (師資專長之聘任、儀器設備的配合 . . . 等)

Resources Required (e.g. qualifications and expertise, instrument and equipment, etc.)

請參閱教學計畫表

課程要求和教學方式之建議
Course Requirements and Suggested Teaching Methods

1. 學生需學會自行設計桌遊
2. 學生需學會依課綱設計與教學目標結合之桌遊
3. 學生需學會使用桌遊上課的時機

教學方法之建議

1. 需讓學生自行討論與操作
2. 需讓學生先瞭解桌遊設計的規則
3. 需讓學生先理解桌遊設計的目的

其他
Miscellaneous