



Programming Principles and Applications in Recreation and Sports Undergraduate Course Information Guide

Course Number: CCA 251, 4 credits, 10 Weeks
Delivery Formats: Online Async

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Course Description

Foundation for designing, planning, delivering, and managing recreation and sport events. Recreation and sport programming is the overall management process in which leisure service professionals plan, promote, conduct, supervise, and evaluate program services within the context of a specific organization. This course is designed to provide students with an understanding of recreation and sport programming in a variety of settings and situations for diverse participants.

Learning Outcomes

After completing this course, you will be able to:

- Understand the role and content of recreation and sport programs and services.
- Develop outcome-oriented goals and objectives for diverse individuals and groups.
- Understand group dynamics and processes and the ability to use various leadership techniques and strategies to enhance the individual's recreation and sport experiences.
- Understand the concept and use of leisure resources to facilitate participant involvement.
- Analyze programs, services, and resources in relationship to participation requirements.
- Understand marketing techniques and strategies.

Learning Strategies and Resources

Students will engage with various learning materials, participate in online discussions, and complete course assignments. The course is designed to be participatory and interactive. A variety of instructional methods will be used in the course: online class discussions, reflective writing, case studies, videos, program development, budget creation, and creation of a promotional piece.

Required Readings

Books and learning materials are available at the DePaul bookstore, at <http://depaul-loop.bncollege.com>, or through alternative sources.

Robert Rossman & Barbara Schlatter, (2019). Recreation Programming: Designing, Staging, and Managing the Delivery of Leisure Experiences, 8th Edition. Sagamore & Venture Publishing, Urbana, IL. ISBN print edition: 978-1-57167-946-8; ISBN ebook: 978-1-57167-947-5.

Additional readings may be available on Electronic Reserve, at the [DePaul Library](#). Login to Ares Course Reserves and select the course. Log in using your Campus Connect User ID and password. You will then get a page listing the courses in which you're enrolled that have readings posted in Ares. Click on the title of this course and the list of our electronic reserve readings will be displayed.

Learning Deliverables

1. Complete the reading assignments and submit reaction papers as assigned.
2. Develop a mission statement.
3. Actively participate in class discussions and projects.
4. Complete assigned quizzes.
5. Develop a recreation and/or sport budget.

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Assessment of Student Learning

Distribution of Grade Points

Graded Assignment	Percentage of Final Grade
Online Discussions	10%
Activity System Definitions	5%

Quizzes	10%
Mission Statement	5%
Program Design	10%
Needs Assessment Questions	5%
Program Assessment	10%
Benefits-Based Program	5%
Diversity, Equity & Inclusion	10%
Promotional Piece	10%
Job Description	10%
Budget	10%

Grading Scale

A = 95 to 100	A- = 91 to 94	B+ = 88 to 90
B = 85 to 87	B- = 81 to 84	C+ = 77 to 80
C = 73 to 76	C- = 69 to 72	D+ = 65 to 68
D = 61 to 64	F = 60 or below	INC

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Course Schedule

Week or Module Title or Theme	Readings / Learning Activities	Graded Assignments
Week 1, Module 1: Foundations of Recreation and Sport Programming	Rossman & Schlatter, (2019), Chapters 1, 2, 3 & 4 View video	Personal Introduction Discussion

	Optional Zoom Session: Class expectations and assignments.	Complete Quizzes
Week 2, Module 2: Determining Agency Culture	Rossman & Schlatter, (2019), Chapters 5, 6 & 7	Develop a Mission Statement
Week 3, Module 3: Targeted Program Development	Rossman & Schlatter, (2019), Chapters 8 & 9	Create Needs Assessment Design a Program
Week 4, Module 4: Visit a Recreation or Sport Program	Instructions in Module 4	Visit a Program Complete the Program Assessment Form
Week 5, Module 5: Creative Programming	Rossman & Schlatter, (2019), Chapters 11 & 12 E-Reserve: Recreation Programming	Create a Program Using the Benefits-Based Program Model
Week 6, Module 6: Justice, Equity, Diversity & Inclusion (JEDI)	Readings on E-Reserve Organizational Barriers to Inclusion: Perceptions from the Recreation Professional	Develop program design ideas for diverse populations
Week 7, Module 7: Program Planning and Promotional Techniques	Rossman & Schlatter, (2019), Chapters 13 & 14 Optional Zoom Session: Completing the course	Create a Promotional Piece (digital or print) Research and View Promotional Videos
Week 8, Module 8: Staffing and Supervising Program Operations	Rossman & Schlatter, (2019), Chapter 16	Write a Recreation or Sport Job Description View Embedded Video of a

		Performance Appraisal
Week 9, Module 9:	Rossman & Schlatter, (2019), Chapters 17, 18 & 19	Create a Budget View Embedded Video
Week 10, Module 10: Follow-Up Analysis	Rossman & Schlatter, (2019), Chapters 20, 21 & 22	Complete Quizzes Research Evaluation Tools

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Course Policies

For access to all SCPS and DePaul University academic policies, refer to the following links:

[SCPS Student Resources Website](#)

[DePaul Student Handbook](#)

The [D2L Course Website](#) for this course.

Course Syllabus

The official syllabus for this course that includes course dates, instructor information and quarter specific details will be provided by the course instructor by the start of the course and available on the course D2L website.

Course Registration

To find out when this course will be offered next, you can go to the [SCPS Registration website](#) for details on how to register for the course.

For information on how this course can apply to your program, contact your academic advisor.

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