



Broward Community College

Course Outline

STATUS: A

COMMON COURSE NUMBER: LEI 2861

COURSE TITLE: Recreational Technology and Equipment

CREDIT HOURS: 3

CONTACT HOURS BREAKDOWN:

Lecture/Discussion 48

Lab 00

Other 00

Contact Hours/Week 3

CATALOG COURSE DESCRIPTION:

Prerequisite: None

Co requisite: None

The rapid growth of technology and sophistication of equipment necessitate the recreation specialist to keep abreast of developments in the market place. This course is designed to expose students to hardware, software, and equipment that are commonly used in centers across the nation to attract participants in recreational activities. Opportunities are provided for a hands-on learning experience current technology and equipment.

General Education Requirements - Associate of Arts Degree, meets Area(s):

General Education Requirements - Associate in Science Degree, meets Area(s):

UNIT TITLES:

1. Introduction and Overview
2. Recreational Software
3. Recreational Hardware
4. Recreational Equipment
5. Audio Equipment
6. Equipment Electronics
7. Innovation in Recreation
8. Alternative Activities

I. Course Overview:

Upon successful completion of this course, the students should be able to develop and understanding of the technology and equipment currently used in the field of recreation.

II. Units:

Unit 1. Introduction and Overview

General Outcome:

- 1.0 The students should be able to discuss technology that is applied in the field of Recreation as well as innovative recreation activities that are becoming popular in today's generation.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Define recreational software
- 1.2 Define recreational hardware
- 1.3 Define recreational equipment
- 1.4 Name innovative indoor and outdoor recreation activities

Unit 2. Recreational Software

General Outcome:

2.0 The students should be able to identify different recreational software programs and specify their applications in the work place.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 2.1 Articulate the basic benefits of attendance software.
- 2.2 Describe the application of workout equipment software.
- 2.3 Develop familiarity with financial status software.
- 2.4 Distinguish between different recreation management systems.
- 2.5 Identify software to create newsletters and Internet services to provide electronic newsletters.

Unit 3. Recreational Hardware

General Outcome:

- 3.0 The students should be able to determine the hardware requirements necessary to apply recreational software effectively.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 3.1 Distinguish between different hardware technologies available in the market place.
- 3.2 Determine minimum hardware requirements to run recreation software.
- 3.3 Discuss the benefits of networking systems in an organization, both internal and external.

Unit 4. Recreational Equipment

General Outcome:

4.0 The students should be able to develop an understanding of the functions of various types of indoor and outdoor recreational equipment and apply this understanding to provide safe and enjoyable recreation activities.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 4.1 Identify the latest indoor recreational equipment.
- 4.2 Identify the latest outdoor recreational equipment.
- 4.3 Apply indoor and outdoor equipment for recreation to individuals or groups.

Unit 5. Audio Equipment

General Outcome:

5.0 The students should be able to discuss the importance of effective sound equipment to communicate effectively with groups and prevent personal injury to their vocal chords.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 5.1 Recognize audio equipment that can be used in an outdoor setting.
- 5.2 Recognize audio equipment that can be used in an indoor setting.
- 5.3 Discuss the value of headsets.
- 5.4 Identify effective two-way communication systems.

Unit 6. Equipment Electronics

General Outcome:

6.0 The students should be able to select a program and input it on electronics attached to recreational and exercise equipment, keeping safety in mind.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

6.1 Recognize various electronic attachments to recreation and exercise equipment.

6.2 Select a program that suits the needs of an individual.

6.3 Input the program of selection for an individual.

Unit 7. Innovation in Recreation

General Outcome:

7.0 The students should be able to identify innovative recreation activities and the benefits they offer participants from all population groups.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 7.1 Research alternative recreation activities.
- 7.2 Decide on recreation activities that suit their interests.
- 7.3 Design an innovative recreation program.
- 7.4 Implement such a program as a project.

Unit 8. Alternative Activities

General Outcome:

8.0 The students should be able to discuss alternative adventure learning opportunities such as extended camping, water there programs, and adventure trials for groups and special population groups; also be able to research alternative activities and design a recreational program to incorporate it.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

8.1 Identify different adventure learning opportunities available in the market place.

8.2 Discuss the benefits of such adventure learning experiences.

8.3 Design recreation programs that include adventure learning activities

8.4 Implement and adventure learning program as a recreational option.