ID	2828
Curricular Unit	Dance and Sociocultural Animation
Regent	Margarida da Conceição de Jesus Moura Fernandes
Learning Outcomes	- To differentiate styles and methods of animation; - To relate the functions of the cultural and social animation (animation/creation, animation/diffusion, animation/public, adaptation/inclusion); - To identify and to characterize roles, functions, abilities, deontological questions and professional code of the animator; - Engaging in accordance with current research about dynamic group; - To know and apply different models and strategies for group dynamics; - To use different backgrounds (documental, audiovisual and experiential) in the proposed approaches; - To utilize different forms of dance, expressive and rhythmic movement as well as bodily well-being techniques in given situations of programs' animation. To adapt according to the target population; - To know and apply methods and tools assessment specific of the program, the animator and the participants; - To conceive dance and sociocultural animation programs according to the different community contexts.
Syllabus	- Conceptions and principles of animation. - Main concepts and animation techniques. - Styles and animation methods. - Contribution of dance as a recreational activity in the cultural and artistic development. - Dance in the community as an artistic project. - Research methods in group dynamics. - Social psychology and group dynamics. - Possible applications of group dynamics. - The animator, the participants and the means. - Activities (characteristics, target population, contexts, strategies and dance forms). - Evaluation of the program, the animator and the participants. - Designing and implementing sociocultural animation and leisure projects through dance and expressive movement.

Evaluation	The model of continuous assessment focuses on the evolution (E) (participation and assiduity) and performing the following tasks: formative files (FF), report (R), bibliographical research (BR) and one project of dance animation (P). The final mark corresponds to the weighted average: 0.15E+0.20 FF+0.15R+0.10BR+0.4P. The student is approved with a final score equal to or greater than 9.5 v. The final evaluation model includes theoretical (test or project) exam and oral exam about program contents. The end result is the arithmetic average of both. The student is approved for more than 9.5 values.
Bibliography	Ander-Egg, E. (1999). O Léxico do Animador. Amarante. Edições ANASC. Ander-Egg, E. (2000). Metodología y Práctica de la Animación Sociocultural, Madrid. Editorial CCS. Lopes, M. (2008). Animação sociocultural em Portugal (2ª edição). Amarante: Intervenção. Marina e col. (2005). Intervenção Psicológica em Grupos, Lisboa. FCG 2012. Oliveira, B. (2010). Psicologia do Envelhecimento e do Idoso. Porto: Editora Livpsic. Sempere, A. (2004). Elaboração de projectos e programas de animação sociocultural. In Animação Sócio-cultural – teorias, programas e âmbitos. Trilla (coord.). Edições Instituto Piaget. Editorial Ariel. Colecção Horizontes Pedagógicos. Lisboa, pp 135-154. Trilla, J. (2004). Animação Sócio-cultural – teorias, programas e âmbitos. Trilla (coord.). Edições Instituto Piaget. Editorial Ariel. Colecção Horizontes Pedagógicos. Lisboa.