

Subject card

Subject name and code	Prehistory of Polish territory, PG_00073412						
Field of study	Historical game design						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2024/2025		
Education level	Bachelor's studies	Subject group			Obligatory subject group in the field of study		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	1	Language of instruction			Polish		
Semester of study	1	ECTS credits			1.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Division of Didactic History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Waclaw Kulczykowski				
	Teachers		dr Waclaw Kulczykowski				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		2.0		15.0	32
Subject objectives	To familiarize the student with the basic problems of the prehistory of Polish lands.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe	Is ready to actively fulfill social obligations, co-organize educational and promotional initiatives regarding the prehistoric heritage of Polish lands, as well as to take action to protect and popularize the historical and cultural heritage of the region, Poland and Europe	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
	[PGHL3_W07] Has advanced knowledge to analyze and interpret historical sources and understands their usefulness in the development of historical games	Has knowledge enabling the analysis and interpretation of unwritten sources regarding the prehistory of Polish lands and understands how these sources can be used as inspiration when designing historical games.	[SW4] test/exam - oral or written [SW1] oral statement/conversation/discussion
	[PGHL3_W02] Has advanced chronologically and thematically organized knowledge of the history of ancient and modern Polish lands	Has chronologically and thematically organized knowledge about the prehistory of Polish lands, covering key events, cultures and phenomena from the Stone Age to the beginnings of the Polish state	[SW4] test/exam - oral or written [SW1] oral statement/conversation/discussion
	[PGHL3_U03] Able to communicate with the public using specialized terminology specific to historical and related sciences	Is able to communicate effectively with the environment, using specialized terminology in the field of prehistory and related sciences, both in written and oral form.	[SU1] oral statement/conversation/discussion [SU8] observation of student's independent or team work
[PGHL3_U01] Uses his/her knowledge, is able to formulate and solve complex and unusual problems in the field of history, including the proper selection of sources of information and evaluate this information, conduct a critical analysis and synthesize it	Is able to use the knowledge about the prehistory of Polish lands to formulate and solve complex research problems, make the proper selection and assessment of information sources, conduct critical analysis and synthesize the collected data	[SU1] oral statement/conversation/discussion [SU8] observation of student's independent or team work	
Subject contents	Presentation of basic issues regarding the prehistory of the lands of today's Poland against a pan-European background: Introduction and basic concepts, terms and methods of researching the distant past. Introduction II basic dating methods - periodization of prehistory. Anthropogenesis. Lower and Middle Paleolithic beginnings of human civilization. Paleolithic end phenomenon of Paleolithic art. Mesolithic - the decline of the world of hunters and gatherers. The Neolithic Revolution - the beginning of the Neolithic - great success or expulsion from Paradise. Eneolithic intensification of development of the world. The Bronze Age from diversity to cultural uniformity. The Hallstatt period - the beginning of the Iron Age. The La Tène period: Celtic domination in barbarian Europe. Roman period of the Przeworsk and Wielbark cultures. The Roman period traces of contacts with the Roman Empire. The period of migration of peoples - the twilight of the ancient world. The dawn of the Middle Ages, the great expansion of the Slavs.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Final test	50.0%	70.0%
	Activity in classes	50.0%	30.0%
Recommended reading	Basic literature	Kozłowski K. J., Kaczanowski P., Wielka historia Polski, t. 1, Najdawniejsze dzieje ziem polskich (do VII w.), Kraków 1998	
	Supplementary literature	Hensel W., Polska starożytna, Wrocław 1980. Jażdżewski K., Pradzieje Europy Środkowej, Wrocław 1981.	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

Document generated electronically. Does not require a seal or signature.