

**Learning outcomes for *Tourism and recreation* major
Recruitment for academic year 2020/2021
First-cycle programme – practical profile**

Polish Qualifications Framework – level 6

Degree: bachelor

Learning outcomes for *Tourism and recreation* major were placed within (%) :

The area of social sciences (94%), disciplines: management and quality science (73%), social-economical geography and spatial management (15%), social communication and media (6%)

The area of medical and health sciences (6%), disciplines: physical culture (6%)

Symbol	Learning outcomes for <i>Tourism and recreation</i> major Upon graduating the first-cycle programme in <i>Tourism and recreation</i>, the graduate:	Reference to the learning outcomes for the areas from Polish Qualifications Framework
KNOWLEDGE		
K1_TIR_W01	has a basic knowledge about the major problems, place and significance of Tourism and recreation sciences within the system of sciences, their specific nature in terms of subject matter, terminology and methodology, their relations and links to other academic disciplines, knows concepts that have references to practical applications	P6S_WG
K1_TIR_W02	has a basic knowledge about typical for tourism and recreation types of structures and institutions, including natural, social, cultural, political, economic ones and their basic elements, organization and functioning and their interaction	P6S_WG
K1_TIR_W03	knows the rules of tourism market operation, has a basic knowledge about the entities operating on the market and the scope and manners of their activity, is aware of their interaction, knows basic rules of organizing the tourism movement, organising and holding tourist and recreation events and of customer service at specific phases of travelling	P6S_WG, P6S_WK
K1_TIR_W04	knows basic functions of tourism and recreation and major social, economic, cultural, political processes and phenomena and other factors determining the development of tourism and recreation	P6S_WG, P6S_WK
K1_TIR_W05	has a knowledge about man, his/her needs and types of social and physiological behaviours, including various forms and examples of activity in tourism and recreation and their determining factors	P6S_WG, P6S_WK
K1_TIR_W06	Knows basic methods and tools, including techniques of acquisition and processing of data which allow to understand, describe and interpret the tourism and recreation phenomena, their structure and the processes within them	P6S_WG, P6S_WK
K1_TIR_W07	Has a basic knowledge about norms and rules that organize selected tourism and recreation structures and organisations	P6S_WK
K1_TIR_W08	Has a basic knowledge about the processes shaping selected tourism and recreation structures, institutions and their components, of causes, course, scale and possible consequences of those changes	P6S_WK
K1_TIR_W09	has a knowledge about views regarding selected tourism and recreation structures, phenomena and processes and their historical evolution	P6S_WK
K1_TIR_W10	knows and understands basic concepts and rules regarding the property and copyright protection	P6S_WK
K1_TIR_W11	knows general rules of formation and development of forms of individual entrepreneurship, in particular of organising and running own business on the tourism market	P6S_WK
SKILLS		

K1_TIR_U01	can correctly interpret phenomena characteristic for tourism and recreation that constitute a basis for organisation and functioning of the system of tourism economy	P6S_UW
K1_TIR_U02	can use basic theoretical knowledge for detailed description and practical analysis of individual processes, phenomenon and entities in a micro- and macro-scale	P6S_UW
K1_TIR_U03	can properly analyse causes and the course of selected, specific processes and phenomena related to the development of tourism and recreation	P6S_UW
K1_TIR_U04	can predict possible results of particular processes and phenomena related to or resulting from the development of tourism and recreation by using basic methods and tools	P6S_UW
K1_TIR_U05	properly uses normative systems and selected norms and rules (legal, professional, moral and others) that facilitate solving basic task in tourism and recreation industry	P6S_UW
K1_TIR_U06	is able to use gained knowledge, including skills acquired during the internship	P6S_UW
K1_TIR_U07	can analyse the proposed solutions to specific problems and offers appropriate decisions in that regard, is able to implement proposed solutions	P6S_UW
K1_TIR_U08	is able to understand and analyse selected social and economic phenomena related to the development of tourism and recreation function, examined in various spatial approaches	P6S_UW
K1_TIR_U09	prepares analyses of selected, basic problems related to tourism and recreation while using the basic methods of acquiring data, their processing and of recording the cognitive process in Polish language, taking into account basic terminology in a foreign language	P6S_UK
K1_TIR_U10	can prepare speeches in Polish and a foreign language, in terms of problems related to tourism and recreation, referring to specific issues using basic theoretical approaches, and also various sources and methods of presenting data	P6S_UK
K1_TIR_U11	Uses a foreign language related to tourism and recreation at B2 level of the Common European Framework of Reference for Languages	P6S_UK
K1_TIR_U12	Plans and organizes individual work, is able to cooperate and work in a team	P6S_UO
K1_TIR_U13	Independently plans and implements the idea of lifelong learning	P6S_UU
COMPETENCIES		
K1_TIR_K01	Can critically evaluate his knowledge and received content	P6S_KK
K1_TIR_K02	Is ready to recognize the importance of knowledge in solving cognitive and practical problems and to use the knowledge of experts in case of difficulties in solving the problem on its own	P6S_KK
K1_TIR_K03	Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment and the public interest	P6P_KO
K1_TIR_K04	Can properly identify organisational, ethical, and legal problems related to organising tourist and recreation services	P6S_KR
K1_TIR_K05	Can think and act in a resourceful manner	P6P_KO