# B.Tech.

# First Year- Second Semester (effective from the session 2022-23)

# **BVA251: SPORTS AND YOGA**

#### **Objective of the Course:**

- To maintain mental and physical wellness upright and develop ability in the students to cope up with the stress arising in the life.
- To create space in the curriculum to nurture the potential of the students in sports/games/yoga etc.
- To introduce a practice oriented introductory course on the subject. More involved / advanced course may come up in subsequent years of study

# Syllabus/ Guidelines

## Part A: Sports/Games

Some form of Athletics would be compulsory for all students, unless restricted due to medical / physical reasons. In addition to this, student has to opt for at least one game out of the remaining mentioned below.

A fair theoretical knowledge and a reasonable amount of field / site practice of the chosen games will be essential.

- 1. Athletics
- Compulsory
- 2. Volleyball
- 3. Basketball
- 4. Handball
- 5. Football
- 6. Badminton
- 7. Kabaddi
- 8. Kho-kho
- 9. Table tennis
- 10.Cricket

## Part B: Yoga

#### a. Introduction of Yoga

Introduction of Yoga, Origin of Yoga, Aims and Objective of Yoga, Patanjal Yoga darshan, Hathyoga, Gheranda Samhita, Karmyoga, Gyanyoga.

#### b. Asanas, Pranayam and Meditation Practices

Meaning of Asanas, Objective of Asanas, rules and regulations of Asanas and Pranayams, Types of Yogasana **Yogic postures:** Standing Posture, Sitting posture, Supine posture, Prone posture, balancing Postures, Pranayam according to Patanjali and Hath Yoga, Meditaion Mudras

#### c. Science of Yoga

Physiological effects of Asanas- Paranayama and meditation, stress management and yoga, Mental health and yoga practice, Health and Personality Development.

#### Genral Guidelines.

- **1.** Institutes must assign minimum of three periods in the Time Table for the activities of Sports/Yoga.
- **2.** Institutes must provide field/facility and offer a minimum of five choices of the Games/Sports.
- **3.** Institutes are required to provide sports instructor / yoga teacher to mentor the students.
- **4.** Student must be made familiar with the terminologies, rules/regulations, dimension/ marking of the play field/area and general knowledge of national/ international level facts/figures related to the chosen game.

## Assessment:

The Institute must assign coordinator/ subject teacher for the subject, for every batch/group of the students, who would be responsible for coordinating the required activities and keep watch on the level of student's participation in the chosen game.

Coordinator/mentor would be responsible for the award of the sessional marks based upon following components.

- 1. Level of understanding and general awareness (20%)
- 2. Involvements in the Practice Sessions (50 %)
- 3. Regularity, Sincerity and Discipline (20%)
- Participation in University level / District level / State level / National Level events (10 %)