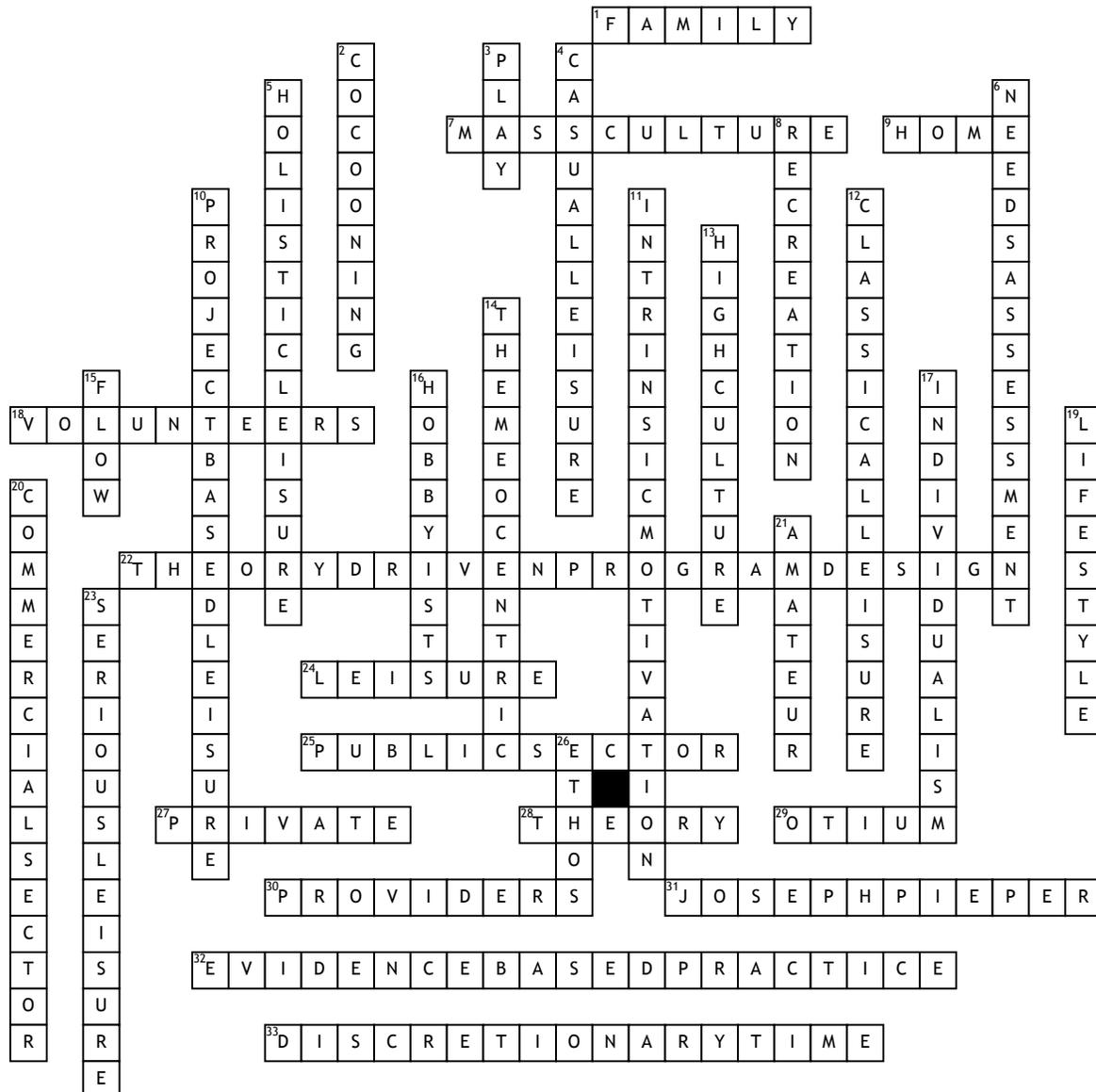


THRT 1102 Mid-term Prep



- Across**
1. Basic unit of social life
 7. The customs, leisure pursuits and practices of the general population
 9. The primary place for recreation for most people
 18. People who provide uncoerced help offered either formally or informally with at most, token pay and done for the benefit of other people
 22. Rationale for decision making related to program policy, leadership, development, and design
 24. A state of mind brought about by an activity freely engaged in and done for its own sake
 25. The municipal government is responsible for the provision of recreation
 27. Recreation not provided by the commercial or public sector
 28. A systematic explanation of some phenomena based on evidence
 29. The Latin work for leisure
 30. The delivery of recreation services and programs by the public sector, the commercial sector and the private sector
 31. Saw leisure as a mental and spiritual attitude; a condition of the soul
 32. Using theory and supporting evidence to guide program development and implementation
- Down**
33. Non-coerced, allocation of a certain number of minutes, hours, or days to carrying out an activity
 2. The act of people retreating to their homes for a significant portion of their daily lives, including recreation
 3. An activity engaged in by children; is culturally defined
 4. Short-lived and pleasurable activity requiring little or no special training to enjoy it
 5. Leisure in all of life; a total way of life
 6. A fundamental part of the program planning process; involves identifying what is important or relevant in a situation or factors affecting service delivery or leisure participation
 8. Restoration or recovery
 10. Requires considerable planning, effort and sometimes skill or knowledge; may include planning a special birthday party
 11. The individual gain satisfaction from the activity itself and not from an external reward
 12. A state of being; an attitude
 13. Customs, leisure pursuits, and practices of the wealthy or elite
 14. Entertainment venues that follow scripted themes
 15. Intensely absorbing experiences where the challenge of an activity matched the skill level of the individual so that the person lost track of both time and awareness of self
 16. Collectors, makers and tinkerers, enthusiasts of liberal arts
 17. An opportunity to differentiate ourselves from others
 19. A distinctive set of shared patterns of tangible behaviour organized around a set of coherent interest or social conditions
 20. Recreation opportunities provided based on the potential for creating a profit
 21. Found in art, science, sport and entertainment; invariably linked in a variety of ways with professional counterparts
 23. Is the systematic pursuit of an amateur, hobbyist, or volunteer activity that participants find substantial, interesting, and fulfilling that they typically launch themselves on a leisure career centred on acquiring and expressing its special skills, knowledge and experience
 26. The spirit of the community; manifested in shared attitudes, practices, values, beliefs, and goals