

This project aimed at identifying factors affecting the implementation of the Physical education curriculum in diploma colleges. Tutors were drawn from five colleges for the study. One assumption made at beginning was that all the tutors were uniformly competent.

Questions and interviews were used for data collection. Scoring was done using percentages.

Three categories of professional qualifications were identified among the tutors. These were S1, Diploma and Bachelors of Education. Common to all was the lack of teaching experience at diploma level.

The diploma curriculum was found to cater for most activities already in our schools. The areas which appeared to be neglected were the introduction of new activities, dance, adapted physical education, out-door activities, research and improvisation.

Shortages in many areas were the main causes in the reduction of effectiveness in the curriculum. These were in staffing, time allocation, books, teaching aids and in-door facilities.

Staff shortages was aggravated by addition of games to the tutors' loads. The researcher found there was need to define the relationship between the subject and games. While the two cannot be divorced from one another, official credit should be given for work done in both areas.

Based on the findings, recommendations were made aimed at increasing the effectiveness of the curriculum.