

EDUCATIONAL GAMES

1	Course Title:	EDUCATIONAL GAMES
2	Course Code:	AE-407
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	4
6	Semester:	7
7	ECTS Credits Allocated:	3.00
8	Theoretical (hour/week):	1.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	none
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr.Gör. SADETTİN EROL
15	Course Lecturers:	Yar doç dr. Cemali Çankaya -- Okutman Mine Topsaç
16	Contact information of the Course Coordinator:	(serol@uludag.edu.tr)
17	Website:	
18	Objective of the Course:	Objectives of this course are to ensure the students to get knowledge about educational games that they should use in their lessons during their
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	
	1	Mastering the importance of educational games.
	2	Using the planning of the educational games in lesson plans according to age groups.
	3	Ensuring education and teaching via using educational games in teaching of sport branches.
	4	Combining practices of different fields via using educational games.
	5	To understand what is going on duty as a teacher of Physical Education and Sport, Physical Education and Sports teacher skills, understand the
	6	To understand the appropriate methods to motivate students'
	7	Students can not comprehend each other gentlemanly way of life
	8	I could be a good Follower of student understanding in their lives.
	9	Performance of its duties as a teacher of Physical Education and Sport explain the concepts related to educational games
	10	
21	Course Content:	
	Course Content:	
Week	Theoretical	Practice

1	Using of educational games, characteristics of games, goals and classification of games.	Execution of the subject
2	Planning of educational games and crucial points. Guidance of games and diversifying of games.	Execution of the subject
3	Evaluation of games, participants and self-evaluation of the teacher.	Execution of the subject
4	The birth of the concept of the development of game-play and game applications	Execution of the subject
5	Educational oyunuların effects on motoric features.	Execution of the subject
6	Teaching and practice of the game	Execution of the subject
7	Game management and implementation	Execution of the subject
8	Game Variety	Execution of the subject
9	The game plan	Execution of the subject
10	Educational effects of the organism of the game.	Execution of the subject
11	The effects of educational learning game	Execution of the subject
12	Educational leadership in the game.	Execution of the subject
13	Presentation of term project.	Execution of the subject

Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical		Çamlıyer H., Eğitim Bütünü İçinde Çocuk Hareket Eğitimi ve Oyun, 2001, Manisa Nefioğlu D.		
Practicals/Labs		14	2.00	28.00
Self study and preperation		Öğretmenlerinin Ders içi ve Ders Dışı çalışmalar rehberi, 2000, Ankara	8.00	24.00
Homeworks		1	20.00	20.00
Projects		0	0.00	0.00
TERM LEARNING ACTIVITIES		NUMBE	WEIGHT	
Field Studies		0	0.00	0.00
Midterm Exams		1	20.00	2.00
Others		0	0.00	0.00
Home-work project		1	20.00	2.00
Final Exams				
Total Work Load				92.00
Total work load/ 30 hr		3	100.00	3.00
ECTS Credit of the Course				3.00
Success Grade				
Contribution of Final Exam to Success Grade		60.00		
Total		100.00		
Measurement and Evaluation Techniques Used in the Course				
24	ECTS / WORK LOAD TABLE			

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	5	5	0	0	0	0	4	2	5	0	0	0	0	0	0	0

ÖK2	0	3	5	3	0	1	0	4	0	0	0	0	0	0	0	0
ÖK3	0	0	5	1	5	3	2	4	0	0	0	0	0	0	0	0
ÖK4	5	4	0	5	0	0	5	0	2	0	0	0	0	0	0	0
ÖK5	5	1	3	2	1	0	0	0	5	0	0	0	0	0	0	0
ÖK6	0	5	1	1	0	5	1	3	0	0	0	0	0	0	0	0
ÖK7	0	2	0	0	5	5	1	1	0	0	0	0	0	0	0	0
ÖK8	2	1	0	0	0	5	0	0	4	0	0	0	0	0	0	0
ÖK9	4	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			