	TRADITION	AL E	QUESTRIAN SPORTS							
1	Course Title:	TRADIT	IONAL EQUESTRIAN SPORTS							
2	Course Code:	AAAS26	0							
3	Type of Course:	Optional								
4	Level of Course:	Short Cy	rcle							
5	Year of Study:	2								
6	Semester:	4								
7	ECTS Credits Allocated:	4.00								
8	Theoretical (hour/week):	2.00								
9	Practice (hour/week):	4.00								
10	Laboratory (hour/week):	0								
11	Prerequisites:									
12	Language:	Turkish								
13	Mode of Delivery:	Face to	face							
14	Course Coordinator:	Öğr. Göı	. SONER DEMİR							
15	Course Lecturers:	yok								
16	Öğr.Gör. Soner DEMİR U.Ü. Mennan Pasinli Atçılık MYO Görükle Yerleşkesi 16059 Görükle / Nilüfer, BURSA e-mail: sonerdemir@uludag.edu.tr Tel. 0224 295 52 45									
17	Website:	http://mennanpasinli.uludag.edu.tr/								
18	Objective of the Course:	To have knowledge about horse archery, horse javelin, stroller races, history of sleigh races, game rules, necessary training techniques								
19	Contribution of the Course to Professional Development:	ne Course to To contribute to the continuation of traditional sports by developing								
20	Learning Outcomes:									
		1	Has information about the place of traditional equestrian sports in our culture							
		2	Has information about traditional equestrian sports							
		3	Has knowledge about traditional equestrian game rules							
		4	Has information about horse selection according to branches							
		5	Has information about riding qualifications according to branches							
		6	Can give specific horse training							
		7	Can prepare and apply a special training program for competitions							
		8	Can give specific riding training							
		9								
		10								
21	Course Content:	Co	purse Content:							
Week	Theoretical		Practice							
1	The history and current place of trad	itional	Farm Applications							
	equestrian sports									

2	Traditional equestrian branches		Farm Applications								
3	Horsemen Javelin game rules		Farm Applications								
4	Horse training suitable for Equestrian J branch	lavelin	Farm Applications								
5	Horse Archery game rules		Farm Applications								
6	Horse training suitable for Mounted Ard branch	chery	Farm Applications								
7	Mounted Archery rider training		Farm Applications								
8	Sleigh game rules		Farm Applications								
9	Horse training suitable for the Sleigh br	ranch	Farm Applications								
10	Rahvan Riding and its rules		Farm Applications								
11	Rahvan knows horse training		Farm Applications								
12	The priest knows horse riding training		Farm Applications								
13	Root knows the rules of the game		Farm Applications								
14	Knows appropriate horse training in the branch of Kökbörü.	Э	Farm Applications								
<b>22</b> Activit	Textbooks, References and/or Other Materials:		https://www.gsdf.gov.tr/tr/dokumanlar/talimatnameler https://worldethnosport.org/etnosporlar  TÜRKMEN, Mehmet (1998) From Past to Present in Turks Rahvan (Yorga) Horse Riding GÜLEÇ, Ertuğrul (1998) Traditional Equestrian Javelinism  Number  Duration (hour) Total Work Load (hour)								
Theore	Kasesment	ı	14	2.00	28.00						
	als/Labs		14	4.00	56.00						
	10		14	2.00	28.00						
Homev	udy and preperation		0	0.00	0.00						
Project		· ·	J <sub>O</sub> O	0.00	0.00						
Field S	aul. ausiset I∩		0	0.00	0.00						
	Xams	[	00,00	1.00	1.00						
Others			0	0.00	0.00						
	oution or reim (rear) Learning Activities xams ss Grade	10	40,00	1.00	1.00						
	প্রতিষ্টেরিক Vork Load				114.00						
i I otal V											
· · · · · · · · · · · · · · · · · · ·	vork load/ 30 hr		7.00		3.80						
Total w	vork load/ 30 hr Credit of the Course		100 00		3.80 4.00						
Total w Total ECTS	Credit of the Course rement and Evaluation Techniques Use				4.00						

## 24 ECTS / WORK LOAD TABLE

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME  QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16
ÖK1	3	4	2	5	3	4	4	3	2	2	3	3	4	4	4	5
ÖK2	5	5	3	3	4	2	4	3	2	3	3	3	4	2	5	5
ÖK3	3	4	3	4	4	4	3	2	2	5	4	5	5	1	5	3

Contrib 1 very low ution Level:			2 low		3 Medium			4 High			5 Very High					
LO: Learning Objectives PQ: Program Qualifications																
ÖK8	5	5	5	3	3	2	2	4	2	3	4	5	4	3	4	2
ÖK7	4	5	1	3	2	4	5	1	3	4	2	3	3	4	4	4
ÖK6	1	4	4	3	4	4	2	2	2	5	3	3	3	2	2	4
ÖK5	3	2	1	3	4	4	4	3	3	3	3	4	4	5	2	3
ÖK4	5	4	3	3	4	2	4	4	3	1	3	3	5	2	5	3