

MANAGEMENT APPLICATIONS FROM TEAM SPORTS

1	Course Title:	MANAGEMENT APPLICATIONS FROM TEAM SPORTS
2	Course Code:	AE013
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	2
6	Semester:	3
7	ECTS Credits Allocated:	4.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	0.00
10	Laboratory (hour/week):	0
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	
15	Course Lecturers:	Dr. Öğr. üye.Z. Alparslan Acar, Dr. Öğr. Gör.Okan Gültekin, Öğr. Gör.Mehmet Doğan,Öğr. Gör. Ayşegül Doğan,Öğr. Gör. Faruk korkmaz, Öğr. Gör.Mine Topsaç
16	Contact information of the Course Coordinator:	Öğr. Gör. Sadettin Erol serol@uludag.edu.tr
17	Website:	
18	Objective of the Course:	The student receives information on teaching methods of team sport, skill-enhancing methods, training techniques, observation and evaluation, talent selection, coaching methods, athlete and trainer psychology, team management, tactical methods in attack and defense.
19	Contribution of the Course to Professional Development:	Student teachers can learn and apply the history of team sports, game rules, basic techniques of team sports, offensive and defense systems, and relate team sports techniques.
20	Learning Outcomes:	
	1	Knows and applies the demonstration and teaching methods of the techniques of the relevant branch.
	2	Knows and applies the demonstration and teaching methods of the techniques of the relevant branch.
	3	Gains the skill of training techniques of the related branch and creating exercises.
	4	Gains the ability to observe and evaluate the relevant branch.
	5	Gains the skill of training techniques of the related branch and creating exercises.
	6	Knows the skill selection and test criteria of the relevant branch, gains the ability to use the athlete in directing.
	7	Informed about the coaching methods and coaching styles of the relevant branch.
	8	Knows the offensive and defensive tactical structures of the relevant branch and gains the ability to apply in the field
	9	Knows the requirements in game systems and team organization and gains the feature of using in performance development.

		10	Knows the training structure and methods of the relevant branch.		
21	Course Content:				
	Course Content:				
Week	Theoretical		Practice		
1	Teaching methods of the basic techniques of the basic training periods of the relevant Branch. Definition of the concepts related to Management and Organization				
2	Game qualification of the branch and gaining individual skills,				
3	Team skill development methods				
4	Observation and evaluation in training and competition				
5	Talent selection criteria for the branch				
6	Talent selection criteria for the branch				
7	Talent selection criteria for the branch				
8	Training and training design plans and programs				
9	Coaching approaches and advanced coaching skills				
10	Complex technical training and development of tactical skills of the game				
11	Team management techniques, breaks,				
Activites			Number	Duration (hour)	Total Work Load (hour)
Theoretical					
14	Advanced hands-on training and match		14	2.00	28.00
Practicals/Labs			0	0.00	0.00
Self study and preparation			1	10.00	10.00
22	Textbooks, References and/or Other		Main source: Special teaching methods in physical		
Homeworks			1	20.00	20.00
Projects			1	10.00	10.00
Field Studies			0	0.00	0.00
Midterm exams			1	10.00	10.00
Others			0	0.00	0.00
Final Exams			1	10.00	10.00
Total Work Load					98.00
Total work load/ 30 hr					2.93
ECTS Credit of the Course					4.00
			Basic concepts of education, Hacettepe university publications, Ankara 2008		
23	Assesment				
TERM LEARNING ACTIVITIES		NUMBE R	WEIGHT		
Midterm Exam		1	40.00		
Quiz		0	0.00		
Home work-project		0	0.00		
Final Exam		1	60.00		
Total		2	100.00		
Contribution of Term (Year) Learning Activities to Success Grade			40.00		

Contribution of Final Exam to Success Grade	60.00
Total	100.00
Measurement and Evaluation Techniques Used in the Course	Test
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	0	0	0	0	5	0	0	0	0	0	0	0	0	0	0
ÖK2	0	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0
ÖK3	0	0	0	0	0	0	5	0	0	0	0	0	0	0	0	0
ÖK4	0	0	0	0	0	0	5	0	0	0	0	0	0	0	0	0
ÖK5	0	0	0	0	0	0	0	0	0	4	0	0	0	0	0	0
ÖK6	0	0	4	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK7	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0	0
ÖK8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK10	0	0	0	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			