

GAMES, MUSIC, DANCE

1	Course Title:	GAMES, MUSIC, DANCE
2	Course Code:	SIN2005
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:	
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Doç. Dr. ŞEHNAZ SUNGURTEKİN
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	U.Ü.Eğitim Fakültesi A Blok Temel Eğitim Bölümü Sınıf Eğitimi Anabilim Dalı 16059 Görükle Yerleşkesi/ Nilüfer-BURSA +90 (224) 294 2118 sehnazsun@uludag.edu.tr
17	Website:	
18	Objective of the Course:	The aim of this course is to develop pre-service teachers' skills about creative dance and movement in group interaction, as well as to develop the competencies in order to express music with the body through improvisation.
19	Contribution of the Course to Professional Development:	To develop pre-service teachers' teaching competencies to implement musical elements to their creative dance and movements. This course contributes to the development of professional skills for organizing classroom activities, designing and applying aesthetic processes in the classroom through creative dance and games.
20	Learning Outcomes:	
	1	To develop knowledge of basic concepts and terms such as play, dramatic play, creative dance, improvisation.
	2	To be able to learn the types of exercises for the body. Developing bodily awareness.
	3	To be able to comprehend the importance of the game in education and for the body. Adapting different game genres with music.
	4	To develop physical expression skills for different kind of music.
	5	To be able to develop creativity and aesthetic sensitivity and imagination.
	6	To be able to develop self-confidence, self-esteem. Gaining the professional skills to act comfortably in front of a community with self-confidence.
	7	Being able to communicate with group members non-verbally through music and dance.
	8	To be able to develop bodily expression styles for music in a way to use body language actively.

		9	To be able to organize classroom activities by using creative dance-movement and games in teaching a knowledge or subject at a certain grade level.
		10	Re-enacting an event or musical work in the whole of dramatic fiction with dance improvisation in a dramatic universe.
21	Course Content:		
	Course Content:		
Week	Theoretical	Practice	
1	Sharing the topics that the students will research and present in the classroom environment as a seminar during the semester. Warm-up and communication activities that will enable the group to get to know each other for group communication		
2	Physical warm-up activities to improve communication and use imagination. Evaluation studies.		
3	Physical and musical activities that will enable to understand the relationship between dance-motion play and music.		
4	Exercises and techniques for interpreting music with the body		
5	The relationship between aesthetics, creative dance and music		
Activites		Number	Duration (hour)
			Total Work Load (hour)
8	Theoretical Work with the group to create a dance setup	14	2.00
Practicals/Labs		0	0.00
9	Self study and preperation musical elements Working on rhythms	14	5.00
Homeworks		1	20.00
10	Practs Creating rhythmic games	0	0.00
Field Studies		0	0.00
11	Midterm exams Ceviri sonuclari Different games and dances that can help	1	1.00
Others		0	0.00
12	Final Exams Teaching music through dance	1	1.00
Total Work Load			121.00
14	Total work load Reenactment of a dance drama		4.00
ECTS Credit of the Course			4.00

ÖK7	0	0	0	0	0	0	0	5	0	0	0	0	0	0	0	0
ÖK8	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0	0
ÖK9	0	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0
ÖK10	0	0	0	0	0	0	0	0	0	5	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
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