

SPORTS EDUCATIONAL GAMES

1	Course Title:	SPORTS EDUCATIONAL GAMES
2	Course Code:	AEB0048
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	3
6	Semester:	5
7	ECTS Credits Allocated:	5.00
8	Theoretical (hour/week):	3.00
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:	Öğr. Gör. BENGÜL AYDIN
15	Course Lecturers:	Öğr.Gör.Bengül AYDIN
16	Contact information of the Course Coordinator:	baydin@uludag.edu.tr Telefon: 0 224 295 53 97 Uludağ Üniversitesi Spor Bilimleri Fakültesi, Antrenörlük Eğitimi Bölümü, Görükle Kampüsü - Bursa
17	Website:	
18	Objective of the Course:	The aim of this course is to provide the students with information about the educational games that they will use in the training sessions they will perform in the clubs, features of games, classification of games, planning of games, teaching and practicing games in different branches.
19	Contribution of the Course to Professional Development:	Creating a game archive with game diversification and adaptations.
20	Learning Outcomes:	
	1	To understand the importance of educational games,
	2	To be able to plan educational games according to age groups in lesson plans
	3	To be able to provide education and training by using educational games in the education of sport branches,
	4	Be able to combine studies in different areas using educational games,
	5	Physical Education and Sports as a teacher to understand what is the task, to understand the skills of Physical Education and Sports teacher,
	6	To be able to comprehend suitable methods for motivating students to lectures,
	7	To be able to comprehend students'
	8	To be able to comprehend that it can be a good observer in student life,
	9	To be able to comprehend the concepts related to educational games while doing Physical Education and Sports as a teacher.
	10	
21	Course Content:	

	Course Content:			
Week	Theoretical	Practice		
1	Game concept-the birth of the game, its development and game applications.			
2	Description of the game, its structural features and game applications			
3	Effects of the game on child development and game applications			
4	Using the game in education and game applications			
5	Classification of educational games and game applications			
6	Effects of educational games on motor properties and game applications			
7	Educational games and game applications in physical education and sports education			
8	Planning the game and game selection and game applications + Midterm			
9	Teaching the game and game applications			
10	Teaching the game and game applications			
11	Management of the game and game applications			
12	Diversification of the game			
Activites		Number	Duration (hour)	Total Work Load (hour)
22	Theoretical Textbooks, References and/or Other	14	3.00	42.00
Practicals/Labs		0	0.00	0.00
Self study and preperation		Game in Education Integrity, 2001, Manisa	42.00	42.00
Homeworks		2	20.00	40.00
23	Projects Assesment	0	0.00	0.00
Field Studies		0	0.00	0.00
Midterm exams		R 1	10.00	10.00
Others		0	0.00	0.00
Quiz		0	0.00	0.00
Final Exams		1	20.00	20.00
Total Work Load				154.00
Final Exam		1	60.00	
Total work load/ 30 hr				5.13
ECTS Credit of the Course				5.00
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		Exam		
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	3	2	0	3	0	0	4	0	2	2	0	0	0	0	0	0
ÖK2	0	2	2	4	4	0	2	0	0	2	0	0	0	0	0	0
ÖK3	0	3	0	0	3	0	0	0	0	4	0	4	0	0	0	0
ÖK4	1	3	0	4	0	0	3	0	0	3	0	4	0	0	0	0
ÖK5	0	2	0	3	0	3	0	4	4	0	5	5	0	0	0	0
ÖK6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK7	0	0	0	0	0	0	0	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
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			