SMART TOYS IN LEARNING ENVIRONMENTS

1	Course Title:	SMART TOYS IN LEARNING ENVIRONMENTS	
2	Course Code:	BIL6112	
3	Type of Course:	Optional	
4	Level of Course:	Third Cycle	
5	Year of Study:	1	
6	Semester:	2	
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:	Prof. Dr. ADEM UZUN	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	auzun@uludag.edu.tr	
17	Website:		
18	Objective of the Course:	To be able to explain the learning theories that are the basics of smart toys in learning environments, To be able to explain the historical development of smart toys in learning environments, To be able to follow up-to-date research on smart toys in learning environments	
19	Contribution of the Course to Professional Development:	Students will gain knowledge, skills and attitudes about smart toys in a learning environment where they can use in their professional practice.	
20	Learning Outcomes:		
		1	Explains the historical development of the concept of smart toys in the learning environment.
		2	Explains the pedagogical approaches and learning theories about the concept of smart toys in the learning environment.
		3	Explains and uses the recently emerging concepts, tools and application development environments related to smart toys in the learning environment.
		4	Analyzes the needs of smart toys for different age groups in the learning environment.
		5	Follows up-to-date academic studies on smart toys in the learning environment
		6	
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		10	
21	Course Content:		

Course Content:

Week	Theoretical	Practice
1	Introduction of the course and basic concepts	

2	Historical development of teaching the concept of smart toys in the learning environment	
3	Teaching methods and approaches on which smart toys are based in the learning environment and the basic learning theories that they are based on	
4	Teaching methods and approaches on which smart toys are based in the learning environment and the basic learning theories that they are based on	
5	Article review	
6	Article review	
7	Article review	
8	Article review	
9	Article review	
10	Article review	
11	Article review	
12	Article review	
13	Article review	
14	Article review	

22	Textbooks, References and/or Other Materials:	The Use of Smart Toys in Learning Games, Peter A. Smith, 2016
23	Assesment	
	TERM LEARNING ACTIVITIES / **NUMBE** / **WEIGHT**	
	Midterm Exam / 0 / 0.00	
	Home work-project / 0 / 0.00	
	Midterm exams / 1 / 100.00	
	Success Grade	
	Total	
	Course	projects during the term. Written exam will be applied in final exam.

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	0	0.00	0.00
Self study and preperation	14	3.00	42.00
Homeworks	1	30.00	30.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	1	0.00	0.00
Others	0	0.00	0.00
Final Exams	1	20.00	20.00
Total Work Load			120.00
Total work load/ 30 hr			4.00
ECTS Credit of the Course			4.00

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	4	4	5	0	4	4	3	0	0	5	5	5	0	0	4	0
ÖK2	3	4	4	0	4	5	4	0	0	4	4	4	0	0	3	0
ÖK3	4	4	4	0	5	4	4	0	0	3	4	3	0	0	4	0

ÖK4	3	4	4	0	4	4	4	0	0	4	3	4	0	0	4	0
ÖK5	4	4	4	0	5	5	4	0	0	4	4	4	0	0	4	0

LO: Learning Objectives PQ: Program Qualifications

Contribution Level:	**1 very low**	**2 low**	**3 Medium**	**4 High**	**5 Very High**