

TRADITIONAL GAMES

1	Course Title:	TRADITIONAL GAMES
2	Course Code:	ÇCKS232
3	Type of Course:	Optional
4	Level of Course:	Short Cycle
5	Year of Study:	2
6	Semester:	4
7	ECTS Credits Allocated:	3.00
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:	Öğr. Gör. AHMET KARACA
15	Course Lecturers:	Çocuk Gelişimi Programı öğretim elemanları
16	Contact information of the Course Coordinator:	Öğr. Gör. Ahmet KARACA İnegöl Myo Çocuk Gelişimi Programı ahmetkaraca@uludag.edu.tr
17	Website:	
18	Objective of the Course:	The aim of this course is to remember traditional children's games in folklore, the educational and cultural value of these games, the forgotten or forgotten children's games in Turkish culture and transfer them to new generations; definition, importance, rules of these games, traditional children's games played with adults and groups; the effects of traditional games on the developmental areas of children; to give information about planning and implementation of these games.
19	Contribution of the Course to Professional Development:	Traditional children's games in folklore, the educational and cultural value of these games, remembering the forgotten or forgotten children's games in Turkish culture and transferring them to new generations; definition, importance, rules of these games, traditional children's games played with adults and groups; the effects of traditional games on the developmental areas of children; planning and executing these games.
20	Learning Outcomes:	
	1	Having theoretical and applied knowledge in the field of child development, they can look critically.
	2	They can participate actively in social, cultural and sportive activities.
	3	Can prepare educational programs for child development.
	4	It can provide consultancy services on the developmental support of children.
	5	Develops educational materials and organizes educational environments.
	6	Knows the development and learning characteristics of children, developmental disorders and learning difficulties.
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21	Course Content:		
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Week	Theoretical	Practice	
1	play in early childhood		
2	History of game and toy, importance of game		
3	Culture and play, definition and importance of traditional children's games		
4	Classification, structure and rules of traditional children's games, possible reasons for the decline of traditional children's games		
5	Cultural value of traditional games		
6	Children's play opportunities in early childhood education institutions		
7	Children's game preferences		
8	The place of play in the MEB preschool education program		
9	Traditional games and motor development		
10	Traditional games and social-emotional space		
11	Traditional games and cognitive-language development		
12	Planning and executing traditional children's games		
13	Planning and executing traditional children's		
Activites		Number	Duration (hour)
			Total Work Load (hour)
22	Theoretical	14	2.00
Textbooks, References and/or Other		Basal, H.A. (2017). Traditional Children's Games in Turkey	
Practicals/Labs		0	0.00
Self study and preperation		Teacher and Students. Memoir Publications	10.00
Homeworks		5	2.00
Projects		Uzunaz, Veli. Our Traditional Children's Games, Ankara: Publications 2000	10.00
Field Studies		0	0.00
Midterm exams		Ozdemir, Nebi. Turkish Children's Games, Ankara, Akçağ Publications 2000	18.00
Others		0	0.00
23	Assessment	1	24.00
Final Exams			24.00
TERM LEARNING ACTIVITIES		NUMBRE	WEIGHT
Total Work Load			90.00
Midterm Exam/ 30 hr		1	40.00
ECTS Credit of the Course			3.00
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		Measurement and evaluation is carried out according to the priciples of Bursa uludag University Associate and Undergraduate Education Regulation.	
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	1	1	1	3	2	1	2	2	5	5	2	3	5	5	3	1
ÖK2	1	1	1	4	2	1	3	3	5	5	2	3	5	5	4	3
ÖK3	1	1	1	4	2	2	3	3	3	5	2	3	5	5	5	5
ÖK4	1	1	1	4	2	2	3	3	4	5	3	3	5	5	5	5
ÖK5	1	1	1	4	2	3	3	3	3	5	3	3	5	5	5	4
ÖK6	1	1	1	3	2	1	2	2	5	5	2	3	5	5	3	1
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			