

AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Folk Dances Basic Education								
Course Code		REKB211		Couse Level		First Cycle (Bachelor's Degree)				
ECTS Credit	3	Workload	70 (Hours)	Theory	/	2	Practice	1	Laboratory	0
Objectives of the Course		To learn Turkish folk dances and competition rules, to be able to make the figures of the local games. To be able to play and teach local games with music.								
Course Content		History of folk dances, examples of folk dances of various regions, popularization of folk dances.								
Work Placement		N/A								
Planned Learning Activities and Teaching Methods			Explan	ation	(Presentat	tion), Demons	tration			
Name of Lecturer(s)		Ins. Elçin SAV	/AŞ							

Prerequisites & Co-requisities

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Equivalent Course	REKB454			
ECTS Requisite	45			

Assessment Methods and Criteria						
Method	Quantity	Percentage (%)				
Midterm Examination	1	40				
Final Examination	1	70				

Recommended or Required Reading

1	lalk Oyunları Cemil Demirsipahi	
2	ürk Halk Oyunları Ahmet Şenol	
3	üm Konservatuvar Halk Ovunları Bölüm Arsivleri	

Week	Weekly Detailed Cour	rse Contents			
1	Theoretical	Definition and characteristics of folk dances			
2	Theoretical	Historical development of folk dances in our country			
3	Practice	Play Zeybek games online			
4	Theoretical	Play Zeybek games online			
5	Theoretical	Horon games			
6	Theoretical	Horon games			
7	Theoretical	Halay games			
8	Intermediate Exam	midterm			
9	Practice	Bar games			
10	Practice	Spoon and welcome games			
11	Practice	Knowledge of official competition rules			
12	Practice	Team work in accordance with competition rules			
13	Practice	Teamwork			
14	Final Exam	final			

Workload Calculation						
Activity	Quantity	Preparation	Duration	Total Workload		
Lecture - Theory	14	1	1	28		
Lecture - Practice	14	1	2	42		
Total Workload (Hours)						
[Total Workload (Hours) / 25*] = ECTS 3						
*25 hour workload is accepted as 1 ECTS						

Learning Outcomes

1 to be able to define folk dances



2	be able to play games of different regions	
3	use the sense of music and rhythm	
4	know the rules of the competition	
5	choreography	

Programme Outcomes (Recreation)

- Students have comprehensive and systematic information about concepts, principles, theories, facts in disciplines related to Recreation in Recreation field and use and interpret these information in workplace
- 2 By specialising in certain studies of profession related to Recreation, students carry out planning and control functions in the field.
- 3 By using the knowledge about Recreation, students fullfil responsibilities in league with other occupational groups
- 4 Students carry out the recommendation and coordination functions, and plan activities related to Recreation
- 5 Students behave in accordance with the codes of ethics and laws and regulations related to right and liability of Recreation field.
- 6 Students analyse by using the known techniques related to Recreation
- 7 Students fullfil scientific information responsibility related to Recreation and research
- 8 Students develop positive behaviour and attitude towards healthy life-long sport
- 9 Students set an example as a model to society and colleagues with their professional identity related to Recreation field
- 10 Students must communicate written or verbal in some foreign languages

