



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Movement Education By Games							
Course Code		REKB325		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	4	Workload	98 (Hours)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course		Transferring all the games related to physical education and child development to the students, giving information about their contribution to development and growth. To be able to understand the factors that prevent the development of creativity in children, to emphasize the importance and place of animation in child development. To give clues about the solution of social and individual problems, to develop a sense of trust, to learn by living and to use the game as a method in education.							
Course Content		Definition, history, importance of play for children, effects on child development, play environment and instruments, teaching basic movements with play, game selection, games that develop coordination, games containing rhythmic activities, preparing and playing play material. Importance and Place of Animation in Child Development.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration					
Name of Lecturer(s)									

Prerequisites & Co-requisites

Equivalent Course	REKB301/REKB259
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Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	1. HAZAR, Muhsin, Beden Eğitimi ve Sporda Oyunla Eğitim. Tutibay Yayınları, 2000, Ankara
2	2. Seyrek Hilmi- Sun Muammer. Çocuk Oyunları, Okul Öncesi Eğitimde Oyun Dersi El Kitabı. Müzik Eserleri Yayınları. İzmir ; 1985
3	Alpman Cemal. Eğitim Bütünlüğü İçinde Beden Eğitimi ve Çağlar Boyunca Gelişimi. Milli Eğitim Basımevi. Eğitim Genel Müdürlüğü Yayınları ; 1. İstanbul; 1972.

Week	Weekly Detailed Course Contents	
1	Theoretical	Definition and features of educational games
2	Theoretical	Definition and features of educational games
3	Theoretical	The effect of Educational Game on child's development
4	Theoretical	The effect of Educational Game on child's development
5	Theoretical	The effect of Educational Game on child's development
6	Theoretical	Application of educational games in a recreational area, structural foundations of the game
7	Theoretical	Application of educational games in a recreational area, structural foundations of the game
8	Intermediate Exam	midterm
9	Theoretical	Eğitsel oyunların sınıflandırılması
10	Theoretical	Classification of educational games
11	Theoretical	Using the game in education
12	Theoretical	The effect of educational games on motor features
13	Theoretical	The effect of educational games on motor features
14	Final Exam	final

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	2	56



Lecture - Practice	14	1	2	42
Total Workload (Hours)				98
[Total Workload (Hours) / 25*] = ECTS				4
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	To ensure the selection, teaching and management of educational games
2	To learn the concept of developing positive attitudes and behaviors towards life-long sports,
3	To be able to understand the factors that prevent the development of creativity in children
4	To give clues that it is possible to solve social and individual problems,
5	Learning by living and teaching the use of the game as a method in education.

Programme Outcomes (Recreation)

1	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 fulfil 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 fulfil 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

