

AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Leisure Time Activities							
Course Code		TS071		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	53 (Hours)	Theory	0	Practice	2	Laboratory	0
Objectives of the Course		To organize the different activities such as the trip, picnic, sporting events for students.							
Course Content		Socializing with students , visiting to see , participate in new activities							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods Explanation (Presentation), Demonstration, Individual Study									
Name of Lecturer(s)									

Assessment Methods and Criteria						
Method	Quantity	Percentage (%)				
Practice	1	100				

Recommended or Required Reading

1 Lecturer. See. Ebru DERECELİ lecture notes

Week	Weekly Detailed Course Contents						
1	Practice	acquaintance					
2	Practice	Breakfast meeting					
3	Practice	hiking					
4	Practice	game events					
5	Practice	educational game app					
6	Practice	educational game app					
7	Practice	Game events					
8	Practice	MIDTERM EXAM					
9	Practice	Village trip					
10	Practice	sports					
11	Practice	Travel					
12	Practice	Travel					
13	Practice	Travel					
14	Practice	TRAVEL					
15	Practice	Final exam					

Workload Calculation						
Activity	Quantity	Preparation	Duration	Total Workload		
Lecture - Theory	14	0	2	28		
Assignment	1	8	1	9		
Practice Examination	1	15	1	16		
Total Workload (Hours)						
[Total Workload (Hours) / 25*] = ECTS						
*25 hour workload is accepted as 1 ECTS						

Learn	ning Outcomes		
1	see new places		
2	Makes Game diversity.		
3	Discipline will have the necessary information regarding supply		
4	Know Attractions social development will be provided with training		
5	Demonstrate skills specific to the field		



Progr	amme Outcomes (First and Emergency Aid)					
1	To be able to be aware of their professional authorities and responsibilities.					
2	To be able to use the principles of individual and organizational communication skills.					
3	To be able to define the emergency medical services and the pre-hospital emergency medical system devices used in Turkey and the world .					
4	To be able to perform physical assessment of the patient and primary and secondary inspection.					
5	To be able to apply the methods of handling and transportation of the patient					
6	To be able to recognize the rules of the general approach to trauma patients and to be able to be capable of handling and maintenance of trauma equipment.					
7	To be able to recognize emergency vehicles' mechanical and technical equipment and to be able to drive emergency vehicles.					
8	To be able to identify the principles of pre-hospital emergency care in cases of environmental emergencies.					
9	To be able to identify the principles of pre-hospital emergency care in medical emergencies.					
10	To be able to analyze the ECG rhythm and apply the principles of pre-hospital emergency care for rhythm Disorders.					
11	To be able to recognize and apply the pre-hospital emergency care drugs and fluids.					
12	To be able to identify basic life support applications, Advanced Life Support applications and Advanced air way applications.					
13	To be able to recognize the principles of pre-hospital emergency during disasters.					
14	To be able to protect and maintain the highest level of physical and mental health.					
15	To be able to recognize human anatomy and physiology.					
16	To be able to develop good communication and human relations skills with colluques and patients.					
17	To be able to apply Infection Control Methods and check infectional situations of emergency vehicles and equipment, ensure the conditions of asepsis-antisepsis and pre-hospital emergency care with Infectious Diseases.					
18	To have the appropriate knowledge of medical sciences at the level of interest, to use specific medical terms and terminology of field					

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5
P14	3	3	3	3	3

