



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Sports Educational Games							
Course Code		TS007		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	55 ( <i>Hours</i> )	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		Students to gain technical skills through the game, to teach sports and social rules to abide by.							
Course Content		Basic skills in students, learning methods, educational and musical games, examples of modern folk dance, definition and general features of the games to learn.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Individual Study					
Name of Lecturer(s)		Ins. Ebru DERECELİ							

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	60

### Recommended or Required Reading

1	Lecturer. See. Ebru DERECELİ lecture notes
---	--

Week	Weekly Detailed Course Contents	
1	Theoretical	Course content, educational games
2	Theoretical	Development with the principles of individual Game
3	Theoretical	The birth of the game, the concept and development
4	Theoretical	Classification and their effects on the development of the game
5	Theoretical	The structure and features educational games - game application
6	Theoretical	Classification of educational games - game application
7	Theoretical	game application
8	Theoretical	Effect on motoric abilities of educational games - game application
9	Theoretical	Effect on motoric abilities of educational games - game application
10	Theoretical	game application
11	Theoretical	game application
12	Theoretical	game application
13	Theoretical	game application
14	Theoretical	game application

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Assignment	1	3	2	5
Midterm Examination	1	2	2	4
Final Examination	1	2	2	4
Total Workload (Hours)				55
[Total Workload (Hours) / 25*] = ECTS				2

\*25 hour workload is accepted as 1 ECTS

### Learning Outcomes

1	Know the concept of games and educational games
2	Understands the physical and psychological characteristics of the child develops in the game
3	Makes the game variations
4	will have the necessary information regarding providing discipline



5	Know the physical development of the game will be provided with training
---	--

**Programme 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 colloques 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

