



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Sports Educational Games							
Course Code		TS007		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	55 (Hours)	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)									

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Lecturer. See. Ebru DERECELİ lecture notes
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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	Intermediate Exam	Midterm
9	Theoretical	Effect on motoric abilities of educational games - game application
11	Theoretical	game application
12	Theoretical	game application
13	Theoretical	game application
14	Theoretical	game application
15	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
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Programme Outcomes (Anesthesia)

1	To be able to recall basic knowledge about human anatomy
2	To be able to recall the knowledge about Ataturk's principles and the history of Turkish Revolution
3	To be able to recall the knowledge about ethical and moral values
4	To be able to recall the knowledge of Turkish grammar and be able to use it
5	To be able to communicate effectively with patient, their family, and own team
6	To be able to control, use, and maintain the anesthesia machines
7	To be able to recall the information about anesthesia application in the system diseases
8	To be able to recall the issues that needed to be considered in follow-up of patients in intensive care.
9	To be able to make the patients' care in intensive care
10	To be able to apply the cardiopulmonary resuscitation.
11	To be able to apply the drug, liquid and blood to the patient.
12	To be able to apply nasogastric tube to the patient and to aspirate.
13	To be able to assist the implementation of general anesthesia to patient.
14	To be able to recall the drugs used in general and regional anesthesia and learn to use them safely.
15	PO15. Can help during the maintenance, ending and post anaesthesia process.
16	Can help the practices of anesthesia and sedation outside the operation room.
17	Can communicate at the basic level of a foreign language and use this language in his job.
18	Be able to communicate at a basic level in a foreign language and be able to use this language in professional fields
19	To have the appropriate knowledge of basic 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
P3	3	3	3	3	3

