

## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Leisure Time	and Game Ev	ents						
Course Code		PSB245		Couse Level		Short Cycle (Associate's Degree)				
ECTS Credit	2	Workload	51 (Hours)	Theory	/	1	Practice	1	Laboratory	0
Objectives of the Course		Organizing activities such as excursions, picnics, sports organizations for students.								
Course Content		Visiting, seein Participating i						ating in spor	ts organizations	
Work Placement		N/A								
Planned Learning Activities and Teaching Methods			Explan	ation	(Presenta	tion), Demons	stration, Cas	e Study, 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**

Ağbuğa B.Aslan,Ş.(2010). İlköğretim Okulları İçin Oyunlarla Beden Eğitimi.Ankara: Nobel Yayın Dağıtım. • Kale, R. (2007). İlköğretimde Beden Eğitimi ve Oyun Öğretimi. Ankara: Pegem Akademi Yayıncılık.

Week	<b>Weekly Detailed Cour</b>	ed Course Contents					
1	Practice	Meeting					
2	Practice	Meet breakfast					
3	Practice	Hiking					
4	Practice	Game events and sports					
5	Practice	Educational gaming practice					
6	Practice	Educational gaming practice					
7	Practice	Educational games and sports activities					
8	Intermediate Exam	Midterm					
9	Practice	Trip to the surrounding villagers					
10	Practice	Educational games and sports activities					
11	Practice	Game application					
12	Practice	Travel					
13	Practice	Travel					
14	Practice	Travel					
15	Practice	Travel					

Workload Calculation					
Activity	Quantity	Preparation	Duration	Total Workload	
Lecture - Theory	14	0	1	14	
Lecture - Practice	14	0	1	14	
Individual Work	1	10	1	11	
Midterm Examination	1	5	1	6	
Final Examination	1	5	1	6	
Total Workload (Hours)					
[Total Workload (Hours) / 25*] = <b>ECTS</b> 2					
*25 hour workload is accepted as 1 ECTS					

## **Learning Outcomes**

- 1 See new places and learn about them
- 2 Provides creative ideas by diversifying games



3	Have necessary information about discipline in travel education and sport activities				
4	To be able to comprehend the benefits of social, mental and emotional development with trip education				
5	Teaches team and individual games.				

Progra	amme Outcomes (Organic Agriculture)	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

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

	L2	L3	L4
P1			3
P10		3	
P11	3		

