

## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Game, Dance And Music							
Course Code		ÇGE123		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		Giving information about play, dance and music							
Course Content		Music and Rhythm, Turkish Folk Dances, Music Children's Games, Play, Rhythm and Dance							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods			Explanation	(Presenta	tion), Demons	tration, Discu	ussion, Individual S	Study	
Name of Lecture	er(s)								

Assessment Methods and Criteria					
Method	Quantity	Percentage (%)			
Midterm Examination	1	40			
Final Examination	1	70			

## **Recommended or Required Reading**

1 Muhtelif ders notları

Week	<b>Weekly Detailed Cour</b>	urse Contents			
1	Theoretical	Music and Rhythm			
2	Theoretical	Rhythmic Work with Different Tools			
3	Theoretical	Music Games			
4	Theoretical	Movement with Music			
5	Theoretical	Turkish Folk Dance			
6	Theoretical	Turkish Folk Dance			
7	Theoretical	Music Games for Kids			
8	Theoretical	Music Games for Kids			
9	Intermediate Exam	midterm exam			
10	Theoretical	Music and dance			
11	Theoretical	Music and dance			
12	Theoretical	Rhythm and Dance			
13	Theoretical	Play, Rhythm and Dance			
14	Theoretical	An overview			
15	Theoretical	An overview			
16	Final Exam	Final Exam			

Workload Calculation					
Activity	Quantity	Preparation	Duration	Total Workload	
Lecture - Theory	14	0	2	28	
Studio Work	12	0	1	12	
Midterm Examination	1	4	1	5	
Final Examination	1	4	1	5	
	50				
	2				
*25 hour workload is accepted as 1 ECTS					

Learn	Learning Outcomes				
1	Creates Rhythmic Compositions with Different Instruments				
2	Recognize the Turkish Folk Dance Figures				
3	Creates appropriate movement, dance and play with music				



Creates rhythmic movements with music.
Turkish Folk Dance show.

Progra	amme Outcomes (Call Center Services)				
1	Ability to use information and communication technology tools and other professional tools and techniques				
2	Ability to plan and implement professional processes				
3	Foreign language communication skills				
4	Professional confidence				
5	Entrepreneurship Skills				
6	Ability to use theoretical domain knowledge in practice				
7	Ability to manage a process to meet requirements				
8	Work skills in teams, including interdisciplinary				
9	Ability to identify and solve problems in professional practice				
10	Professional ethics and accountability				

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

P1 3 P2 3 P4 3 P5 3 P6 3 P7 3 P8 3		L1
P4 3 P5 3 P6 3 P7 3 P8 3	P1	3
P5 3 P6 3 P7 3 P8 3	P2	3
P6 3 P7 3 P8 3	P4	3
P7 3 P8 3	P5	3
P8 3	P6	3
	P7	3
P9 3	P8	3
	P9	3
P10 3	P10	3

