



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Leisure Time and Game Events							
Course Code		PSB245		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	51 ( <i>Hours</i> )	Theory	1	Practice	1	Laboratory	0
Objectives of the Course		Organizing activities such as excursions, picnics, sports organizations for students.							
Course Content		Visiting, seeing new places, discovering new events and participating in sports organizations Participating in sports, scientific, cultural and social events.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Case 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

1	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.
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Week	Weekly Detailed 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)				51
[Total Workload (Hours) / 25*] = ECTS				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.

#### Programme Outcomes (Laboratory Technology)

1	To be able to comprehend social, cultural and social responsibilities, to be able to follow national and international contemporary problems and developments
2	Atatürk is bound to Atatürk nationalism in the direction of principles and reforms; Adopting the national, moral, spiritual and cultural values of the Turkish people, open to universal and contemporary developments, the Turkish language is a rich, rooted and productive language; Have a love of language and a consciousness; To have the ability to use as much of a foreign language as he would need to read, taste and habit and professionally.
3	To be able to recognize the basic hardware units and operating systems of a computer, having information about internet usage and preparing documents, spreadsheets and presentations on computer by using office programs.
4	Acquires theoretical and practical knowledge at the basic level in mathematics, science and vocational field.
5	With the knowledge of laboratory technology in the field, he knows and analyzes problems, brings interpretation of data and suggests solutions.
6	In laboratories, according to the prepared business plan and program, necessary work can be done to obtain the desired quality products.
7	To have professional and ethical responsibility in business life.
8	Development and change are open, follow scientific social and cultural innovations, and develop themselves constantly.

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

	L1	L2	L3	L4
P8	5	5	5	5

