



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Game Education in Physical Education and Sport							
Course Code		BSÖ566		Couse Level		Second Cycle (Master's Degree)			
ECTS Credit	7	Workload	176 (<i>Hours</i>)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course		The aims of that course are; 1.To help teacher candidates to develop positive attitudes towards Physical Education cours.2.To help teacher candidates to comprehend main parts of Physical Education course such as, Movement Education, game info, teaching trough play and so forth3.To facilitate teacher candidates with necessary skills for Physical Education teaching.4.To let them know new Physical Education curriculum at elementary level.5.To enhance the play and game repertoire of teacher candidates and help them to use play as an educational tool.6.To help teacher candidates to create new plays for elementary and plans.7.Create games, games to improve info with the aim of the game in the classroom or in the extracellular environment may play							
Course Content		1.Learning motor skills, shapes of motor skills and categories of motor behaviors. 2.Game theories and varieties, comprehension of basic principles of teaching game. 3.Examination of game samples while using VCD concerning activity times of the children in preschool institutes.4.In the classroom atmosphere, applicable presentation of game samples which is ready to get concept of belonging exercise time through the subject and the goals, independent games, music, Turkish language activities, also games with rule, gymnastic, eating and relaxation.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion					
Name of Lecturer(s)									

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Okul Öncesi Dönemde Beden Eğitimi ve Oyun Öğretimi (Rasim Kale, İsmail Topkaya) 2013 MEB Okul Öncesi Eğitim Program Kitabı
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Week	Weekly Detailed Course Contents	
1	Theoretical	Meeting and discussion on the concept of game play
2	Theoretical	Description of teaching physical education and games, its importance, the impact on development, general and specific objectives
3	Theoretical	The concept of the game, the game's importance and purpose of teaching the game, the game selection and training, primary school games
4	Theoretical	How to use the game in any lesson plan, what is the function?
5	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
6	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
7	Practice	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
8	Intermediate Exam	Midterm Exam
9	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
10	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
11	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
12	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
13	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria



14	Theoretical	By students, by students of the new game to play. The game being played, and lesson plans to be discussed in terms of eligibility criteria
15	Practice	General assessment and overview
16	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	5	5	140
Individual Work	4	4	4	32
Midterm Examination	1	1	1	2
Final Examination	1	1	1	2
Total Workload (Hours)				176
[Total Workload (Hours) / 25*] = ECTS				7
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Teacher of physical education and games applications in education to realize the importance of
2	Physical Education teachers must have the qualifications and responsibilities of Understanding
3	Elementary-level Physical Education and comprehend the purpose of teaching courses and training programs to recognize
4	Examples of activities related to game design, plan and implement courses to gain skills
5	To be able to prepare games according to age periods.

Programme Outcomes (Physical Education and Sports Master)

1	Uses application and problem solving skills in interdisciplinary studies.
2	Develops basic scientific knowledge and attitude appropriate to body and sport.
3	Interpret the results of test development and measurement for the development of individuals in physical education and sport.
4	Explains the scientific methods in physical education and sports.
5	o follow national and international developments in the field and maintain professional development.
6	Beden eğitimi ve spor örgütlerinin örgüt iklimi ve kültürünü tanımlar.

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

	L1	L2	L3	L4	L5
P1	3	4	4	4	2
P2	3	3	4	4	3
P3	4	2	2	2	4
P4	2	2	3	2	5
P5	3	3	4	3	2
P6	4	5	5	4	4

