



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Physical Education and Game Teaching							
Course Code		BSÖ533		Course 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 aim of the Physical Education and Game course is to prepare students for the next level of education by developing basic movements, active and healthy life skills, concepts and strategies as well as related life skills and values ??that will be used throughout their lives through games and physical activities.							
Course Content		Teaching the necessary skills in daily life and physical activities of students							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration					
Name of Lecturer(s)									

### Assessment Methods and Criteria

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

### Recommended or Required Reading

1	Beden Eğitimi ve Oyun (Gökhan Duman), Eğiten Kitap
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Week	Weekly Detailed Course Contents	
1	Theoretical	Concepts related to development and their links with motor development (growth, development, maturation, learning, readiness)
2	Theoretical	Definition of motor development, basic concepts about motor development
3	Theoretical	Motor development areas
4	Theoretical	Examination of motor development substances of developmental tests
5	Theoretical	Examination of motor development area gains and indicators in preschool education program
6	Theoretical	Examining the examples and application images of the programs realized in previous years, plan / activity presentations prepared by the group to realize the determined gains and indicators
7	Theoretical	Methods used in physical education and game teaching
8	Theoretical	Midterm
9	Theoretical	Implementation of physical education plans developed by students in kindergartens, giving verbal feedback by observing the instructor
10	Theoretical	Implementation of physical education plans developed by students in kindergartens, giving verbal feedback by observing the instructor
11	Theoretical	Implementation of physical education plans developed by students in kindergartens, giving verbal feedback by observing the instructor
12	Theoretical	Implementation of physical education plans developed by students in kindergartens, giving verbal feedback by observing the instructor
13	Theoretical	Implementation of physical education plans developed by students in kindergartens, giving verbal feedback by observing the instructor
14	Theoretical	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	Uses basic and unified movement skills effectively and confidently for simple rules and physical activities.
2	Use the concepts related to movement skills.
3	Use game and movement strategies and tactics.
4	Explain the concepts and principles of play and physical activity in order to be healthy and to improve physical fitness.
5	She participates voluntarily in games and physical activities in order to be healthy and to improve her physical fitness.

**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	2	4	2	2	4
P2	4	2	4	4	2
P3	2	5	5	5	5
P4	1	3	3	3	3
P5	5	5	5	4	2
P6	2	4	4	2	1

