



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Leisure Time and Game Events							
Course Code		PSB245		Course 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 (Fruit and Vegetables Processing Technology)

1	To be able to understand social, cultural and social responsibilities and to have the ability to follow national and international contemporary
2	In line with the principles and reforms of Atatürk; Adopting the national, moral, spiritual and cultural values ??of the Turkish Nation, open to universal and contemporary developments, the Turkish language is a rich, rooted and productive language; love and awareness of language; to have the ability to use the foreign language sufficiently and with the habit of reading and professionally.
3	To know the basic hardware units and operating systems of computer, internet to be able to prepare documents, spreadsheets and presentations on the computer by using office programs
4	Gains the theoretical and practical knowledge at the basic level in mathematics, science and professional fields
5	Recognize and analyze the problems with the knowledge of fruit and vegetable technology in the field, interpret the data and propose solutions.
6	According to the prepared work plan and program in laboratories, it can carry out the necessary works to obtain the desired quality product.
7	To have professional and ethical responsibility in business life.
8	It is open to development and change, follows scientific social and cultural innovations and constantly improves itself.

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

	L1	L2	L3	L4
P1	5	5	5	5
P2	3	3	3	2
P3	1	1	1	1
P4	1	1	1	1
P5	1	1	1	1
P6	1	1	1	1
P7	2	3	4	3
P8	3	3	4	4

