Course Syllabus

Code - Course Title	**İYE511 - Game based teaching and artificial intelligence applications in primary education**
Course Type	II. SEMESTER
Laboratory + Practice	3+0
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	PROF. DR. YALÇIN BAY

Mode of Delivery	This is conducted online.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There are no other recommended courses related to this one.
Work Placement	Not Applicable

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		The concept of play and the place of teaching with play in primary school education	
Week - 2		Characteristics of games, game types, and pedagogical classification	
Week - 3		Game-based learning, gamification, and differences from other teaching methods	
Week - 4		Contributions of play to cognitive, social, emotional, and psychomotor development	
Week - 5		Toy/material design to be used in games	
Week - 6		- Integration of traditional, modern, and digital games into lesson plans	
Week - 7		Play-based activities in primary school Turkish and Mathematics teaching	
Week - 8		Play-based activities in primary school Science and Technology, Foreign Language teaching	
Week - 9		Game-based learning in Life Science and Social Studies teaching	
Week - 10		Game-based teaching practices for Music, Visual Arts, and Physical Education	
Week - 11		Game design: toy/material development, rule writing, creating a flow plan	
Week - 12		Game design, activity creation, and differentiation with artificial intelligence tools	
Week - 13		Assessment and evaluation in teaching with games: rubrics, performance tasks, digital assessment tools	
Week - 14		Student project presentations: original game and lesson activity designs	

Learning Outcomes

#	Learning Outcome
1	1. Explain the basic concepts of teaching with games and their relationship with learning theories.
2	2. Classify traditional, modern, and digital game types according to the grade level.
3	3. Compare game-based learning with other teaching methods and discuss their pedagogical advantages.
4	4. Plans game-based activities for primary school Turkish, Mathematics, Science, Life Science, Social Studies, Foreign Language, Music, Visual Arts, and Physical Education courses.
5	5. Develops toys, materials, and game scenarios that can be used in lessons.
6	6. Recognizes cultural, modern, and intelligence games and makes adaptations for educational purposes.
7	7. Applies measurement and evaluation techniques in teaching with games.
8	8. Uses artificial intelligence tools effectively in game design, activity creation, evaluation and personalization processes.
9	9. Prepares original and sustainable game-based lesson plans suitable for the curriculum.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.