Course Syllabus

Code - Course Title	**ÖEÖ439 - Designing Educational Games for Physical Education**
Course Type	VII. SEMESTER
Laboratory + Practice	3+0
ECTS	**4.0**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	ÖĞR. GÖR. ELA ARICAN GÜLTEKİN

Mode of Delivery	Face to face
Prerequisites	There is no a pre-requisite for the course.
Courses Recomended	There is no a recommended a component of the optional programme.
Recommended Resources	There are no recommended or required resources/readings.
Work Placement	There is a necessity to apply within the scope of this course.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to the course: Concepts of physical education, movement education, play, and educational games	
Week - 2		The relationship between child development and play	
Week - 3		Basic characteristics of educational games in physical education classes	
Week - 4		Principles of educational game design	
Week - 5		Play and movement in children with special needs	
Week - 6		Designing games for locomotor skills	
Week - 7		Designing games for object control skills	
Week - 8		Games for balance, coordination, and body awareness	
Week - 9		Games supporting sensory, perceptual, and movement concepts	
Week - 10		Games supporting social interaction and communication	
Week - 11		Adapting games for different disability groups	
Week - 12		Material, environment, and rule adaptations	
Week - 13		Preparing and implementing educational game plans	
Week - 14		Student presentations and general evaluation	

Learning Outcomes

#	Learning Outcome
1	Will be able to explain the concepts of physical education, movement education, play, and educational games.
2	Will be able to explain the contributions of educational games to child development.
3	Will be able to identify the basic characteristics of educational games.
4	Will be able to plan educational games suitable for children with special needs.
5	Will be able to design educational games that support motor skills.
6	Will be able to develop games that support social interaction.
7	Will be able to adapt educational games according to individual differences.
8	Will be able to adapt materials, environments, and rules in games.

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.

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
1.Midterm Exam	1	40
Final Exam	1	60
	Sum (%)	**100**