Course Syllabus

Code - Course Title	**ÇGE241 - Child and Game**
Course Type	III. SEMESTER
Laboratory + Practice	2+0
ECTS	**3.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	DR. ÖĞR. ÜYESİ MERVE ÖZER

Mode of Delivery	Face-to-face education
Place of Delivery	On Campus
Used Educational Platforms	Online,Face-to-face
Prerequisites	There are no prerequisites for this course.
Courses Recomended	There are no recommended courses.
Recommended Resources	1. Aksoy, A.B. and Dere Çiftçi, H. (2014). Play in Early Childhood. Ankara: Pegem Akademi.2. Aksoy, A.B. and Dere-Çiftçi, H. (2008). Games that support development in early childhood. (1st Ed.). Ankara: Pegem Akademi.3. Aksoy, A.B. Child and play. Ankara: Hedef CS Yayınları.4. Başal, H. A. (2018). Traditional children's games in Turkey from the past to the present. (2nd Ed.). Ankara: Nobel Yayıncılık.5. Elkind, D. (2011). The power of play. D. E. Öngel (Trans.). Ankara: İmge Kitabevi.6. Ogelman, H. G. (2020). (Ed.). Play in early childhood. Ankara: Eğiten Kitap.7. Önder, A. and Arslan-Çiftçi, H. (Ed.) (2020). Play and learning through play in early childhood. Ankara: Nobel Akademi Yayıncılık.8. Ören, M. (Ed.) (2016). Child and Play. Eskişehir: Anadolu University Publications.9. Poyraz, H. (2012). Play and play examples in preschool. Ankara: Anı Yayıncılık.10. Sevinç, M. (2004). Play. Istanbul: Morpa Yayınları.11. Sher, B. (2017). Self-esteem games. E. Tokuç-Kayran and G. Uyanık (Trans.). (1st Ed.). Ankara: Nobel Yayınları.12. Ulutaş, A. (2016). (Ed.). Play in preschool education. Ankara: Eğiten Kitap.13. Yalman-Polatlar, D. (Ed.). (2020). Play development and education in early childhood. Ankara: Pegem Akademi.
Work Placement	There is an assignment to create a digital story using Storyjumper.
Aims of the Course	• Ability to explain the characteristics of play and its development throughout the historical process• Ability to explain the educational aspects of play• Ability to explain the role of play in child development• Ability to prepare the play environment and support the child's play• Ability to evaluate the play environment in outdoor spaces• Ability to observe and evaluate the child's play

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Course Introduction and Term Plan	Question & Answer
Week - 2		What is a play? History and features of the play	Question & Answer, Discussion, Brain Storming

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 3		The effect of play on the child's developmental areas, play in children according to ages	Lecture, Question & Answer, Discussion, Brain Storming
Week - 4		Play and Toys from Past to Present	Lecture, Question & Answer, Discussion
Week - 5		Play theories	Lecture, Question & Answer, Discussion, Brain Storming
Week - 6		Play classification according to theorists	Lecture, Question & Answer, Discussion, Brain Storming
Week - 7		Play classification according to theorists	Lecture, Question & Answer, Discussion, Brain Storming
Week - 8		Midterm	
Week - 9		Play in Child Recognition and Assessment	Lecture, Question & Answer, Discussion, Brain Storming
Week - 10		Observation of a 60-69 months old child's free play time in a pre-school education centers	Observation, Practice/Practical Work/Workshop, Research and Inquiry
Week - 11		Play in learning centres	Lecture, Question & Answer, Discussion, Brain Storming
Week - 12		Outdoor play and the concept of risk play	Observation, Practice/Practical Work/Workshop, Research and Inquiry
Week - 13		Differently Developing Children and Play	Lecture, Question & Answer, Discussion, Brain Storming
Week - 14		Analysing play observation forms	Practice/Practical Work/Workshop

Learning Outcomes

#	Learning Outcome
1	Can explain the characteristics of the play and its development in the historical process
2	Can explain the educational aspect of the play

Learning Outcomes

#	Learning Outcome
3	Explain the role of play in child development
4	Can observe the indoor play environment.
5	The student can observe and evaluate outdoor play environments.
6	Can explain game theorists and the general characteristics of the theories.

Sustainable Development Goals

✓ Quality Education ✓ Gender Equality ✓ Reducing Inequalities

Course Theme

✓ Educational Sciences and Educational Technologies ✓ Media, Design and Creative Arts ✓ Innovation Skills

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	2.00	14	28
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	2.00	14	28
Ödevler	4.00	2	8
Proje - Rapor - Sunum Hazırlama	0.00	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	2.00	1	2
Final Sınavı Hazırlığı (sınav süresi dahil)	2.00	1	2
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	3.00	1	3
Staj Uygulaması	0.00	0	0
		Calculated ECTS	**3.0**

Assessment Method and Passing Requirements

✓ Multiple Choice Test ✓ Homework

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
1.Midterm Exam	1	30
Final Exam	1	40
Homework	1	15
Practice	1	15
	Sum (%)	**100**