

TOROS ÜNİVERSİTESİ

Vocational School
Child Development

Course Information

| CHILD AND PLAY | | | | | |
|----------------|----------|-------------|----------|-----------------|-------------|
| Code | Semester | Theoretical | Practice | National Credit | ECTS Credit |
| | | Hour / Week | | | |
| CGP122 | Spring | 2 | 2 | 3 | 3 |

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|---|--|
| Prerequisites and co-requisites | None |
| Language of instruction | Turkish |
| Type | Required |
| Level of Course | Associate |
| Lecturer | Lect.Güzin ÖZÇELİK |
| Mode of Delivery | Face to Face |
| Suggested Subject | none |
| Professional practise (internship) | None |
| Objectives of the Course | Learning the importance of game and game theories, game activity planning, application and evaluation, making game-based evaluation, developing game repertoire. |
| Contents of the Course | Game theorem, game theories, game based evaluation, game activity planning, application and evaluation, playground preparation, toy design, traditional children's games and toys. |

Learning Outcomes of Course

| # | Learning Outcomes |
|---|--|
| 1 | Learning the importance of game and game theories, game activity planning, application and evaluation, making game-based evaluation, developing game repertoire. |
| 2 | Apply appropriate game activities to the child's development |
| 3 | List games by specifying source |
| 4 | Tell which development areas the game is effective |

Course Syllabus

| # | Subjects | Teaching Methods and Technics |
|----|---|-------------------------------|
| 1 | Play, the history of play, the importance of play and the characteristics of play, play examples. | Lecture presentation project |
| 2 | Effects of play on development areas, play theories - play examples | Lecture presentation project |
| 3 | Play development in preschool period - Types of play - Play examples | Lecture presentation project |
| 4 | Play activity planning, application, evaluation - Play examples | Lecture presentation project |
| 5 | Toys and play tools - Play samples | Lecture presentation project |
| 6 | Environment arrangement and play areas in play activity - Play examples. | Lecture presentation project |
| 7 | Teaching and play - Play-based assessment - Play therapy - Play examples | Lecture presentation project |
| 8 | Mid-term exam | |
| 9 | Traditional children's plays and toys - Parents-children and play - Play examples | Lecture presentation project |
| 10 | Peer groups and play - Children with special needs and plays - Play Examples | Lecture presentation project |
| 11 | Sick children and play - Plays and toys in different cultures - Play examples | Lecture presentation project |

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| 12 | Play-based measurement tools - Play examples 13 | Lecture presentation project |
| 13 | Play-based Turkish-language activities, activities supporting art and creativity, movement activities - Play examples | Lecture presentation project |
| 14 | Play-based science and nature activities, math activities, music activities, reading-writing preparation exercises - Play examples | Lecture presentation project |
| 15 | | |
| 16 | Final Exam | |

Course Syllabus

| # | Material / Resources | Information About Resources | Reference / Recommended Resources |
|---|--|-----------------------------|-----------------------------------|
| 1 | Erken Çocukluk Döneminde Gelişimi Destekleyen Oyunlar - Asst. Prof. Dr. Ayşe B. AKSOY, Dr. Hale DERE ÇİFTÇİ Okul Öncesi Eğitimde Oyun - Doç. Dr. Belgin AKSOY Oyun ve öğrenme - Dr. Hülya PEHLİVAN | | |

Method of Assessment

| # | Weight | Work Type | Work Title |
|---|--------|---------------|---------------|
| 1 | 40% | Mid-Term Exam | Mid-Term Exam |
| 2 | 60% | Final Exam | Final Exam |

Relationship between Learning Outcomes of Course and Program Outcomes

| # | Learning Outcomes | Program Outcomes | Method of Assessment |
|---|--|------------------|----------------------|
| 1 | Learning the importance of game and game theories, game activity planning, application and evaluation, making game-based evaluation, developing game repertoire. | 1,2 | 1,2 |
| 2 | Apply appropriate game activities to the child's development | 3,4 | 1,2 |
| 3 | List games by specifying source | 1,2,10 | 1,2 |
| 4 | Tell which development areas the game is effective | 1,2,6,10,12 | 1,2 |

PS. The numbers, which are shown in the column Method of Assessment, presents the methods shown in the previous table, titled as Method of Assessment.

Work Load Details

| # | Type of Work | Quantity | Time (Hour) | Work Load |
|----|---|----------|-------------|-----------|
| 1 | Course Duration | 14 | 4 | 56 |
| 2 | Course Duration Except Class (Preliminary Study, Enhancement) | 14 | 3 | 42 |
| 3 | Presentation and Seminar Preparation | 0 | 0 | 0 |
| 4 | Web Research, Library and Archival Work | 0 | 0 | 0 |
| 5 | Document/Information Listing | 0 | 0 | 0 |
| 6 | Workshop | 0 | 0 | 0 |
| 7 | Preparation for Midterm Exam | 0 | 0 | 0 |
| 8 | Midterm Exam | 0 | 0 | 0 |
| 9 | Quiz | 0 | 0 | 0 |
| 10 | Homework | 0 | 0 | 0 |
| 11 | Midterm Project | 0 | 0 | 0 |
| 12 | Midterm Exercise | 0 | 0 | 0 |
| 13 | Final Project | 0 | 0 | 0 |

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|----|----------------------------|---|---|-----------|
| 14 | Final Exercise | 0 | 0 | 0 |
| 15 | Preparation for Final Exam | 0 | 0 | 0 |
| 16 | Final Exam | 0 | 0 | 0 |
| | | | | 98 |