

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	4

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	Define the game in terms of different developmental approaches
2	Knows the factors affecting game development.
3	Knows the social and cognitive development stages of the game
4	Knows, explains and compares game theories.

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
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 PEHLIVAN		

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	Define the game in terms of different developmental approaches	1,2	1,2
2	Knows the factors affecting game development.	3,4	1,2
3	Knows the social and cognitive development stages of the game	1,2,10	1,2
4	Knows, explains and compares game theories.	1,12,13	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
14	Final Exercise	0	0	0
15	Preparation for Final Exam	0	0	0

16	Final Exam	0	0	0
				98