

Vocational School / Child Development
2022 - 2023 Academic Year
CHILD and PLAY
Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
CHILD and PLAY	ÇCG2143090	Fall Semester	3+0	3	6
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	Short Cycle (Associate's Degree)				
Course Type	Required				
Course Coordinator	Lect. Medine Pervin BAYSAN				
Name of Lecturer(s)	Lect. Nurşah YILMAZ				
Assistant(s)					
Aim	A game that holds an important place in the life of the child development and give information about.				
Course Content	This course contains; Definition and history of the game, Theories about the game, Game-classification, stages, types, The development of the game according to the different areas of contributions to the development of the child, The development of the game according to the different areas of contributions to the development of the child, Toys and play materials, Toys and play materials, Toys and play materials, Toy safety, Support Developmental Areas Of Game Development/Proposition, Support Developmental Areas Of Game Development/Proposition, Playground Proposal For Regulation Development, Playground Proposal For Regulation Development, Evaluation.				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
-Explain the definition and history of the game.			1, 2	A	
-Classify the game knows.			1, 2	A	
-You should have an idea of toys and play materials.			1, 2	A	
-Game knows the impact on a child's development and play materials.			1, 14, 2	A	
-Supporting the development of play and play materials the child generating ideas and selecting the owner.			1, 14, 2	A	
Teaching Methods	1: Lecture, 14: Self-Study, 2: Question - Answer				
Assessment Methods	A: Written Exam				
Lecture Schedule					
Sequenc e	Topics	Preliminary Preparation			
1	Definition and history of the game	Preparing the related topic from the recommended sources			
2	Theories about the game	Preparing the related topic from the recommended sources			
3	Game-classification, stages, types	Preparing the related topic from the recommended sources			
4	The development of the game according to the different areas of contributions to the development of the child	Preparing the related topic from the recommended sources			
5	The development of the game according to the different areas of contributions to the development of the child	Preparing the related topic from the recommended sources			
6	Toys and play materials	Preparing the related topic from the recommended sources			
7	Toys and play materials	Preparing the related topic from the recommended sources			
8	Toys and play materials	Preparing the related topic from the recommended sources			
9	Toy safety	Preparing the related topic from the recommended sources			
10	Support Developmental Areas Of Game Development/Proposition	Preparing the related topic from the recommended sources			
11	Support Developmental Areas Of Game Development/Proposition	Preparing the related topic from the recommended sources			
12	Playground Proposal For Regulation Development	Preparing the related topic from the recommended sources			
13	Playground Proposal For Regulation Development	Preparing the related topic from the recommended sources			
14	Evaluation				
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources	
Pehlivan, H., (2012) Oyun ve Öğrenme, Anı Yayıncılık, Ankara	
Ormanlıoğlu Uluğ, M., (1997) Niçin Oyun?, Göçebe Yayınları, İstanbul	
Özdoğan, B., (1997) Çocuk ve Oyun, Ertem Basım Yayın Dağıtım, Ankara	
Aksoy, A., (2014), Her Yönüyle Okul Öncesi Eğitim 3, Hedef Yayıncılık ve Mühendislik, Ankara	