

Course SYLLABUS form

Basic data of the subject	
Academic Unit:	Faculty of Education
Course title:	Psychology of Play
Level:	Bachelor
Course status:	Optional
Study year:	III(Sem VI)
Number of hours per week:	2+1 (3 hours)
Credit value – ECTS:	5 ECTS
Time / location:	13.00- 14.30
Lecturer:	Mr. Esen SPAHI KOVAÇ
Contact details:	esenspahi@hotmail.com
Course description	
Course objectives:	The content of the course is to provide a familiarity with the subjects of psychology of play, the basic subjects, concepts, and the areas that contribute to the development areas. For these purposes, the historical development of psychology of play, developmental areas, personal development, moral development, language development, physical development, cognitive development and the impact of the game on social development will be covered.
Learning outcomes:	The aim of this course is to teach pre-school teacher candidates, the importance of play in children and the effect of the game on the development areas of the child. At the end of this course, students' achievements are as follows: <ul style="list-style-type: none">• Understands the basic concepts of game psychology,• Understands the classification and interpretation of the game• Understands the effects of play on physical and physical development stages in childhood,• Understands the effects of the game on the development stages of language development in children,• Understands the effects of play on developmental stages of cognitive development in childhood,• Understands the effect of play on development stages of personality and moral development in

	childhood, <ul style="list-style-type: none"> • Design activities for teaching • Designing activities according to development steps • Applies his / her activities to the professional life (Internship process) 		
Contribution on student load (must correspond with learning outcomes)			
Activity	Hours	week	Total /hours
Lectures	2	15 weeks	30
Exercise theoretical/laboratory			
Practice work			
Contact with lecturer/consultations	1	5 days	5
Field exercises			
Mid-terms, seminars	5	2 days	10
Homework			
Individual time spent studying (at the library or home)	3	10 days	30
Final preparation for the exam	30		30
Time spent in evaluation (tests, quiz, final exam)	2	3 days	6
Projects, presentations, etc.	1	2 days	1
Total			112
Teaching methods	Expression or presentation by me, <ul style="list-style-type: none"> • Question answer, • Discussion, • Brainstorming, • Problem solving, • Precedent • Case study, • Teach and practice. 		
Evaluation methods	At the beginning of the semester, students will be given a written exam and at the end of the semester by taking		

	the lecture notes, textbooks and other ancillary materials provided by the students. Within the scope of the course, the responsibilities given to the students (making research, preparing homework in APA6 standards and presenting the homework they prepared, designing and presenting the activities) will be included in the exam and will be evaluated. 30% of the midterm, 10% of the homework grade and 60% of the final exam will be evaluated and the grade will be determined.
Literature	
Basic Literature:	<ul style="list-style-type: none"> • Psikologjia. Juniku, N. • Psikologji e Pergjithshme. Nushi, P. • Psikologjia nje hyrje koncize. Jones, T.P. Tirane
Additional Literature	<ul style="list-style-type: none"> • Uluğ, M. (2007). Why Game? (3rd Edition). Istanbul: Anfora Publishing. • Schaefer, C.E. (2013). Fundamentals of Game Therapy. (Translated by B.T. Özkaya). Ankara: Nobel Publications. • Özdoğan, B. (2014). Children and Play (6th Edition). Ankara: Anı Publishing. • Landreth, G.L. (2011). • Play Therapy: Art of Relationship. (Trans. Printer). Izmit: Golden Pen Publications. • Telman, N., Adanali, A. (2009). The Game: The Road to Success Passes Through the Game. Istanbul: Sistem Publishing. • Thesis on lecture subjects and articles published in scientific journals from YÖK's official website will also be used as an auxiliary resource.
Designed study plan:	
Week	Lectures which will be held
First week:	Basic Concepts of Psychology of Play
Second week:	Nature and Steps of Development
Third week:	Effect of the game on the physical or body development of children
Fourth week:	Language and Concept Development (Piaget and Burner)
Fifth week:	Vygotsky and Chomsky's Language Development Theories
Sixth week:	The effect of the game on children's cognitive development (Piaget's Cognitive Development Theory)
Seventh week:	The effect of the game on the stages of social development
Eighth week:	Midterm Exam

<i>Ninth week:</i>	Effect of game on Personality Development
<i>Tenth week:</i>	Ericson's Psychosocial Development and Game Effect
<i>Eleventh week:</i>	Gender roles and play effects in childhood
<i>Twelfth week:</i>	Freud's Psychoanalytic Theory (Psychosexual Development Characteristics) and the effect of the game
<i>Thirteenth week:</i>	What is Moral Development (Kohlberg's Theory of Moral Development)
<i>Fourteenth week:</i>	Effect of game learning on learning
<i>Fifteenth week:</i>	General review, preparation for final exam
Academic policies and rules of conduct:	
<p><i>Students are to obey the school regulations regarding the time and manners.</i></p> <p><i>They are not to over exceed the right of absenties.</i></p> <p><i>It is obligatory to be present during the examinations.</i></p>	