

SGS111 - Sports And Fine Arts I

Course Name	Code	Term	Theory (hours/week)	Application (hours/week)	Laboratory (hours/week)	ECTS
Sports and fine arts I	SGS 111	1.year/1.term Fall	-	2	-	2
Prerequisites						
Course language	Turkish					
Course type	Elective					
Learning and teaching strategies	Application					
Instructor (s)						
Course objective(Aim of course)	Spor and healthy living/ Gaining painting techniques and skills					
Learning outcomes	1. To be able to provide coordination, 2. To be able to ability to teamwork 3. To be able to ability to use your imagination, 4. To be able to ability to explain technical information relating to sport and art					
References						

Course outline weekly:

Weeks	Topics
1. Week	Swimming/Tennis/Table tennis/Basketball/Football/Art/Music/Plastic A./Dance
2. Week	indoor sports practice/Fine arts applications
3. Week	indoor sports practice/Fine arts applications
4. Week	indoor sports practice/Fine arts applications
5. Week	indoor sports practice/Fine arts applications
6. Week	indoor sports practice/Fine arts applications
7. Week	indoor sports practice/Fine arts applications
8. Week	Midterm exam
9. Week	indoor sports practice/Fine arts applications
10. Week	indoor sports practice/Fine arts applications
11. Week	indoor sports practice/Fine arts applications
12. Week	indoor sports practice/Fine arts applications
13. Week	indoor sports practice/Fine arts applications
14. Week	indoor sports practice/Fine arts applications
15. Week	An overview

ECTS (Student Work Load Table)

Activities	Number	Duration	Total Work Load
Course Duration (X14)			
Laboratory			
Practice	14	2	28
Field Study			
Study Time Of Outside Of Class (Pre-Study, Practice, Etc.)	14	1	14
Presentations (Video shoot/Poster preparation/Oral presentation, Etc.)			
Seminars			
Project			
Case study			
Role playing, Dramatization			
Writing articles, Critique			
Time To Prepare For Midterm Exam	1	4	4
Final Exam Preparation Time	1	4	4
Total Work Load (hour) / 25(s)	50/25=2		
ECTS	2		

Evaluation System

Mid-Term Studies	Number	Contribution
Midterm exams		
Quiz		
Laboratory		
Practice	1	% 100
Field Study		
Course Internship (If There Is)		
Homework's		
Presentation and Seminar		
Project		
Other evaluation methods		
Total Time To Activities For Midterm		100
Final works		
Final		
Homework		
Practice	1	% 100
Laboratory		
Total Time To Activities For Midterm		100
Contribution Of Midterm Studies On Grades		% 40
Contribution Of Final Exam On Grades		% 60
Total		100

The relationship between learning outcomes and the program qualifications of the courses

Program Qualifications	Learning outcomes			
	L.O.1	L.O. 2	L.O.3	L.O.4
1-Acquire proficient infrastructure related to the field of Physiotherapy and Rehabilitation, gain the ability to use theoretical and practical knowledge and skills in this field.				
2-Identify, define the factors affecting health and gain problem-solving skill by using the information they have; plan and implement a treatment and exercise program with appropriate evidence-based methods and new techniques.				
3-Gain the ability to use information technologies effectively, as well as the ability to select and use modern tools, techniques and agents necessary for physiotherapy and rehabilitation applications.				
4-Design individual and multidisciplinary research, keep records, prepare reports, analyze and interpret results for quality service and research in health sciences.				
5-They conduct a literature search to access the information by using evidence-based databases and information sources.				
6-Gain autonomy in interdisciplinary and individual studies, ability to work effectively and take responsibility and awareness of the universal and social effects of their professional practice.				
7-Adopt life-long learning; contribute to quality improvement, field-related training and introductory programs and exhibit their professional behavior at national and international level.	4	4	4	4
8-Have deontological and ethical awareness in professional researches and applications.				

Contribution to the level of proficiency: 1. Lowest, 2. Low / Medium, 3. Average, 4. High, 5. Excellent