



**ESOGU Faculty of Art and Design  
Industrial Design Department  
COURSE INFORMATION FORM**

<b>SEMESTER</b>	Spring
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<b>COURSE CODE</b>	1411xx	<b>COURSE NAME</b>	ENGLISH II
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
2	2	0	0	0	2	COMPULSORY (X) ELECTIVE ( )	Turkish

COURSE CATEGORY				
Basic Education	Design	Natural and Applied Science	Social Science	Art
X	X			

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
<b>MID-TERM</b>	1st Mid-Term	1	40
	2nd Mid-Term		
	Quiz		
	Homework		
	Project		
	Report		
	Others (.....)		
<b>FINAL EXAM</b>		1	60
<b>PREREQUIEITE(S)</b>	N/A		
<b>COURSE DESCRIPTION</b>	Nouns, adjectives, adverbs and prepositions, basic tenses, active and passive voice, conditionals, modals, gerunds and infinitives, direct and indirect speech forms, sentence structure, and vocabulary of English		
<b>COURSE OBJECTIVES</b>	The aim of the course is to enable students to teach basic grammar, speaking, writing, reading and listening knowledge of English.		
<b>ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION</b>	The course provides to learn and practice English		
<b>COURSE OUTCOMES</b>	At the end of the course, the students will be able to 1- use the basic grammar of English, 2- use the target language in classroom, 3- understand and respond dialogues, 4- comprehend reading passages in English, 5- communicate with native speakers, 6- express themselves in written forms.		
<b>TEXTBOOK</b>	Walker, E. & Elsworth, S. (2000). New Grammar Practice for Elementary Students –Longman : England		
<b>OTHER REFERENCES</b>	Murphy, R. (1998). English Grammar in Use. Cambridge. Dictionary of Contemporary English, Longman		
<b>TOOLS AND EQUIPMENTS REQUIRED</b>	Computer, Projection		

## WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Introduction to Grammar in English
2	Tenses
3	Will, going to future
4	Used to
5	Modals
6	Can, could
7	Had better, have to, has to
8	<b>Mid-term</b>
9	may, might
10	Must, ought to
11	Would, should
12	Shall, have got to
13	Prepositions
14	Active-Passive
15	Active-Passive
16	<b>Final Exam</b>

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;			X
2	The ability to plan the design process, to choose and use appropriate methods and techniques;			X
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;			X
4	The ability to design in terms of spatial thinking using design principles and elements;			X
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;			X
6	The ability to visualize and present using two and three dimensional design tools;			X
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects;			X
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws;			X
9	The ability to carry out the design process effectively individually or in a team;			X
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.	X		

**1: None. 2: Partial contribution. 3: Complete contribution.**

**Instructor(s):**

**Signature:**

**Date:**