In this study, was aimed to investigate the effects of game and movement activity education problem behavior and reducing the children with behavior disorders curricular integration process of social cohesion. Determining the purpose of the study; Manisa in the Ministry of Education due to an elementary school in the age range of the children in the 7-8 was carried out with 25 children with behavioral problems and social cohesion established by the school counselor.

School guidance counselor social adjustment and behavior problems set by the 25 children who were selected through simple random method, the experimental group of 14 children to do the application has been created with the remaining 11 children in the control group.

At the end of the study to assess the impact of all children enrolled families and teachers, including pre-test and post-test was applied to social cohesion Scala. The results of this test were performed with the SPSS program. According to the statistical results on a regular basis resulting in movement education and social integration of students who participate in game activities (* p <0.05) and (** p <0.01) were found to be significant at the level of significance.

Keywords: Social Cohesion, Movement Education, Gaming,