**The name of the academic discipline:**

**“Methodology of Teaching Computer Science in Higher Education”**

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| **Specialty code and name** | 7-06-0113-04 Physical and Mathematical Education |
| **Year of study** | 1 |
| **Semester of study** | 2 |
| **Number of in-class academic hours:** | 48 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 22 |
| - |
| 26 |
| - |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam |
| **Number of credit points** | 3 |
| **Competences** | Mastering the academic discipline “Methodology of Teaching Computer Science in Higher Education” should ensure the formation of social competence: using effective educational technologies in teaching physical and mathematical disciplines in an institution of higher education. |
| **Summary of the academic discipline:**  The course "Methodology of Teaching Computer Science in Higher Education" is aimed at developing the ability of master's students to carry out professional activities in the context of updating their goals, content, changing technologies, developing skills in designing educational activities based on a technological approach, setting goals, motivating students' activities, organizing and monitoring their work, searching, analyzing and evaluating information necessary for setting and solving professional problems. | |