**The name of the academic discipline:**

**“General Methodology of Teaching Computer Science”**

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| **Specialty code and name** | 6-05-0113-04 Physical and Mathematical Education (Physics and Informatics) |
| **Year of study** | 2 |
| **Semester of study** | 3 |
| **Number of in-class academic hours:** | 50 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 20 |
| - |
| 10 |
| 20 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | The study of the academic discipline “General Methodology of Teaching Computer Science” should ensure the formation of ***universal competence*** in students: solving standard tasks of professional activity based on the use of information and communication technologies; ***basic professional competence***: mastering methods of forming concepts in the field of computer science, teaching information technology and programming using pedagogical innovations. |
| **Summary of the academic discipline:**  ***The purpose*** of the academic discipline is to develop the professional competence of a computer science teacher in the field of theory and methodology of teaching computer science.  CONTENT OF THE STUDY MATERIAL  Topic 1. Methods of teaching computer science as a pedagogical science.  Topic 2. Computer science at school.  Topic 3. Modern computer science lesson.  Topic 4. School office and educational and methodological support for computer science.  Topic 5. Methodological aspects of a computer science lesson.  Topic 6. Forms of additional computer science training.  Topic 7. Extracurricular and out-of-school work in computer science. | |