**The name of the academic discipline:**

**“Special Methods of Teaching Computer Science”**

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| **Specialty code and name** | 6-05-0113-04 Physical and Mathematical Education (Mathematics and Informatics) |
| **Year of study** | 2, 3 |
| **Semester of study** | 4-6 |
| **Number of in-class academic hours:** | 170 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 56 |
| - |
| 32 |
| 82 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam (4/5/6 semester) |
| **Number of credit points** | 9 |
| **Competences** | The study of the academic discipline "Special Methods 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:**  Within the framework of the academic discipline, students become familiar with the theoretical foundations of teaching computer science, traditional and innovative methods of teaching computer science, develop professional methodological skills and form practical readiness for the implementation of educational work on computer science in general education institutions.  ***The purpose*** of the academic discipline is the formation of the competencies of a computer science teacher aimed at solving standard problems of professional activity based on information and communication technologies, as well as mastering the methods of forming concepts in the field of computer science, teaching information technology and programming using pedagogical innovations. | |