Liverpool John Moores University

Title: Skills for Law and Business

Status: Definitive

Code: **4100LAWBL** (125277)

Version Start Date: 01-08-2021

Owning School/Faculty: Law Teaching School/Faculty: Law

Team	Leader
Andrew Baker	Υ

Academic Credit Total

Level: FHEQ4 Value: 20 Delivered 44

Hours:

Total Private

Learning 200 Study: 156

Hours:

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours	
Lecture	22	
Workshop	22	

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Portfolio to cover group presentation and report writing techniques - 4500 words	90	
Future Focus e- learning task	Reflection	Self reflection statement	10	

Aims

The aim of the module is to provide the skills necessary to succeed in the study of law and business.

Learning Outcomes

After completing the module the student should be able to:

- Demonstrate knowledge and understanding of referencing requirements in the study of law and business.
- 2 Demonstrate an ability to locate sources relevant to the programme study
- 3 Demonstrate an ability to deliver effective presentations.
- 4 Demonstrate an ability to write effective reports
- Identify and reflect upon the following aspects of personal development strengths and weaknesses, motivations and values, ability to work with others.
- 6 Demonstrate an ability to use popular software packages effectively.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Portfolio of work 1 2 3 4 6

Self Reflection 5

Outline Syllabus

Legal sources
Business sources
Writing skills for Law and Business
Presentation Skills
IT skills for law and business
Understanding Financial Accounts

Learning Activities

Lectures
Workshops
On-line activities

Notes

The module is designed to provide students with a broad range of skills that will allow them to proceed on the BA Law and business programme and prepare for the global employment environment.