

Liverpool John Moores University

Title: Science, Design and Technology and Computing in the Key Stage 1 curriculum
Status: Definitive
Code: **4217PRIM** (122764)
Version Start Date: 01-08-2021
Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Victoria Brennan	Y
Rick Tynan	
Mike Martin	

Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 40
Total Learning Hours: 200 **Private Study:** 160

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	40

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio : Record of coursework 2250 word equivalent	50	
Report	AS2	Report of Project undertaken 2250 word equivalent	50	

Aims

To introduce students to children's early explorations and learning in science, design and technology and computing.

To begin to develop students' knowledge and understanding of key concepts, practical skills and pedagogy associated with teaching the subjects in Key Stage 1.

Learning Outcomes

After completing the module the student should be able to:

- 1 Recognise the integrated nature of science, design and technology and computing.
- 2 Summarise the subject knowledge content matter needed to teach science, design and technology and computing in Key Stage 1.
- 3 Explain the pedagogy necessary to teach science, design and technology and computing in Key Stage 1.
- 4 Demonstrate the practical and design skills required to teach science, design and technology and computing.

Learning Outcomes of Assessments

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

Portfolio:Record of coursework	1	2	3	4
Report of Project undertaken	1	2	3	4

Outline Syllabus

Nature of science, design and technology and computing.

Introduction to the National Curriculum for science, design and technology and computing.

Aspects of science, design and technology and computing in Key Stage 1.

Introduction to organising and planning lessons in science, design and technology and computing.

Early years explorations.

Project.

Learning Activities

Practical workshops and interactive lectures which will be delivered through a mixture of whole group and small group activities. There is an expectation that students will engage in independent learning and track the development of their subject knowledge in their tracking documents.

Notes

-