

# Science, Design and Technology and Computing in the Key Stage 1 curriculum

# **Module Information**

**2022.01, Approved** 

## **Summary Information**

| Module Code         | 4217PRIM   |
|---------------------|--|
| Formal Module Title | Science, Design and Technology and Computing in the Key Stage 1 curriculum |
| Owning School       | Education  |
| Career              | Undergraduate  |
| Credits             | 20   |
| Academic level      | FHEQ Level 4   |
| Grading Schema      | 40   |

#### **Teaching Responsibility**

| LJMU Schools involved in Delivery |  |
|-----------------------------------|--|
| Education                         |  |

# **Learning Methods**

| Learning Method Type | Hours |
|----------------------|-------|
| Lecture              | 40    |

# Module Offering(s)

| Display Name | Location | Start Month | Duration Number Duration Unit |
|--------------|----------|-------------|-------------------------------|
| SEP-MTP      | MTP      | September   | 28 Weeks                      |

## **Aims and Outcomes**

| Aims  To introduce students to children's early explorations and learning in science, design a technology and computing. To begin to develop students' knowledge and understanding concepts, practical skills and pedagogy associated with teaching the subjects in Key States. | g of key |
|---|----------|
|---|----------|

## **Learning Outcomes**

| Code | Number | Description   |
|------|--------|---|
| MLO1 | 1      | Recognise the integrated nature of science, design and technology and computing.  |
| MLO2 | 2      | Summarise the subject knowledge content matter needed to teach science, design and technology and computing in Key Stage 1. |
| MLO3 | 3      | Explain the pedagogy necessary to teach science, design and technology and computing in Key Stage 1.                        |
| MLO4 | 4      | Demonstrate the practical and design skills required to teach science, design and technology and computing.                 |

# **Module Content**

| 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. |  |
|------------------------|--|--|
| Module Overview        | The aim of this module is to introduce you to children's early explorations and learning in science, design and technology, and computing. You will begin to develop your knowledge and understanding of key concepts, practical skills and pedagogy associated with teaching the subjects in Key Stage 1.   |  |
| Additional Information |  |  |

## **Assessments**

| Assignment Category | Assessment Name                 | Weight | Exam/Test Length (hours) | Module Learning<br>Outcome Mapping |
|---------------------|---------------------------------|--------|--------------------------|------------------------------------|
| Portfolio           | Portfolio: Record of coursework | 60     | 0                        | MLO1, MLO2,<br>MLO3                |
| Report              | Report of Project<br>undertaken | 40     | 0                        | MLO1, MLO2,<br>MLO3, MLO4          |

# **Module Contacts**

## Module Leader

| Contact Name     | Applies to all offerings | Offerings |
|------------------|--------------------------|-----------|
| Victoria Brennan | Yes                      | N/A       |

## Partner Module Team

| С | Contact Name | Applies to all offerings | Offerings |
|---|--------------|--------------------------|-----------|
|---|--------------|--------------------------|-----------|