

Liverpool John Moores University

Title: Science, Design and Technology and Computing in the Key Stage 2 Curriculum
Status: Definitive
Code: **5217PRIM** (122775)
Version Start Date: 01-08-2021
Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Mike Martin	Y
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Academic Level: FHEQ5 **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
Essay	AS1	Essay: 2500 words	50	
Report	AS2	Report of Project undertaken: 2500 words	50	

Aims

To develop and extend knowledge and understanding of key concepts, skills and pedagogy associated with learning science, design and technology and computing at Key Stage 2.

To explore and analyse the key elements of progression of children's conceptual understanding and skills acquisition in science, design and technology and

computing.

Learning Outcomes

After completing the module the student should be able to:

- 1 Analyse the key concepts, skills and progression in the learning of science, design & technology and computing in Key Stage 2.
- 2 Compare and contrast the subject specific pedagogies required for the teaching of science, design & technology and computing in Key Stage 2.
- 3 Apply design skills in teaching science, design & technology and computing in Key Stage 2.

Learning Outcomes of Assessments

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

Essay	1	2	3
Report of Project undertaken	1	2	3

Outline Syllabus

Skill development and progression
Planning teaching and learning sequences
Managing group work
Introduction to differentiation
Children's misconceptions
Formative and summative assessment
Project

Learning Activities

The module will be taught through lectures, practicals, workshops and enriched with school-based placement. Students will also be expected to engage in independent study, including the auditing and tracking of their subject knowledge in development.

Notes

The module develops students' subject knowledge and pedagogical repertoire for the teaching of science, design and technology and computing in KS2.