

Liverpool John Moores University

Title: ICT SKILLS
Status: Definitive
Code: **6060PGIT** (104099)
Version Start Date: 01-08-2016

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Neil Stanley	Y

Academic Level: FHEQ6
Credit Value: 24
Total Delivered Hours: 48
Total Learning Hours: 240
Private Study: 192

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	20
Online	8
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	MM	(3000 words equivalent) Web Design	50	
Essay	Prog	(3000 word equivalent) Scratch	50	

Aims

To provide trainee teachers with the skills and knowledge to be able to plan and deliver practical ICT at KS3 and KS4.

To provide trainee teachers with the skills and knowledge to teach vocational courses at KS4.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate a critical understanding of the expected ICT skills of students studying at KS3 and KS4.
- 2 Critically evaluate a multimedia unit of a vocational level 2 ICT course.
- 3 Use a multimedia application in an independent manner in order to produce a simple movie with sound, transitions and text.

Learning Outcomes of Assessments

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

MM Activity	1	2
Programming Activity	3	

Outline Syllabus

Extension of student knowledge and skills in ICT tools (includes induction sessions)

OCR Nationals Level 2 (overview)

Multimedia applications

Programming in a rapid application development environment.

Learning Activities

This module will be taught through a combination of lectures, workshops and directed reading.

Notes

Trainee teachers need a good understanding of the software that is used at Key Stages 3 and 4. It is important also that trainees are able to work independently to learn how to use new software such as Scratch, GameMaker and Greenfoot which can be used to develop programming skills, and multimedia applications such as web-design, video-editing and graphics work.