Liverpool John Moores University

Title:	SUBJECT PEDAGOGY IN COMPUTING AND IT
Status:	Definitive but changes made
Code:	**7014PGIT** (104318)
Version Start Date:	01-08-2018

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

Team	Leader
Matt McLain	Y

Academic Level:	FHEQ7	**Credit Value:**	20	**Total Delivered Hours:**	62
Total Learning Hours:	200	**Private Study:**	138		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	25
Off Site	6
Online	10
Tutorial	1
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	(4000 word equivalent)	100	

Aims

To enable students to have a critical understanding of the nature of Computer Science with IT in schools and colleges.
To enable students to analyse how Computer Science with IT is taught in the 11-16 and/or 14-19 sectors.
To enable students to investigate the development of learners' understanding and

barriers to learning Computer Science with IT.
To enable students to critically evaluate strategies which promote learning in Computer Science with IT.

Learning Outcomes

After completing the module the student should be able to:

1   Demonstrate systematic knowledge and understanding of fundamental concepts in Computer Science with IT as they relate to the 11-16 and/or 14-19 sectors.
2   Critically analyse learners' conceptual understanding of Computer Science with IT.
3   Interrogate research literature to provide a critique of pedagogy in Computer Science with IT.
4   Articulate complex ideas using appropriate language and style

Learning Outcomes of Assessments

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

Essay   1   2   3   4

Outline Syllabus

The National Curriculum and frameworks and initiatives relating to Computer Science with IT in the 11-16 and/or 14-19 sectors.
Approaches to pedagogy in Computer Science with IT.
Current research and policies on learning, teaching and assessment applicable to Computer Science with IT in the 11-16 and/or 14-19 sectors.
Strategies/activities to use ICT to enhance teaching and learning in Computer Science with IT.
Effective learning within Computer Science with IT.
Issues in development of learning in secondary learners with reference to Modern Languages.
Strategies for investigating and critically evaluating research literature.
Carrying out small-scale investigation into learning.

Learning Activities

Key theoretical/policy perspectives, along with an overview of learner development and individual needs will be addressed in lectures.
Seminars and workshops/practical activities will provide opportunities to evaluate learning, teaching and assessment activities within Computer Science with IT.
A series of school based activities will enable students to observe, practice, evaluate and reflect upon different approaches and strategies for teaching and assessing Computer Science with IT.
Support will be provided to enable students to develop their critical, analytical and evaluative skills in relation to their own approaches to learning, teaching and assessment within Computer Science with IT and to review subject focused

literature.
Online activities will support and enhance student learning and engagement.

Notes

The module uses a critical perspective to develop understanding of learning and teaching Computer Science with IT. This module will enable students to practice and critically analyse and evaluate different strategies and approaches to learning, teaching and assessment in Computer Science with IT related to theoretical input for the 11-16 and/or 14-19 age range.