

**Academic discipline:  
"Methodology of teaching computer science"**

<b>Code and name of specialty</b>	1- 02 05 0 Physics and computer science
<b>Training course</b>	3
<b>Semester of training</b>	5/6
<b>Number of class hours</b>	112
<b>Lectures</b>	44
<b>Seminar classes</b>	-
<b>Practical classes</b>	16
<b>Laboratory classes</b>	52
<b>Form of current assessment (credit/differential credit/exam)</b>	Exam/credit
<b>Number of credits</b>	6
<b>Competencies to be formed</b>	To carry out professional activities in conditions of updating its goals, content, technology changes, to determine methods for solving professional tasks, to evaluate their effectiveness and quality. To design the learning process, to set educational goals, to select the content of educational material, methods and technologies based on a knowledge system in the field of theory and methodology of pedagogical activity. To select the content, forms, methods and means of education and upbringing to apply them in the educational process, taking into account the age and psychological characteristics of students
<b>Summary of the content of the academic discipline:</b>	
The academic discipline "Methodology of teaching computer science" is designed to ensure the professional formation and development of a future computer science teacher. The purpose of studying the discipline is to prepare a future teacher of physics and computer science to teach the subject "Computer science" and organize extracurricular work in computer science in educational institutions of various types. The course studies: general aspects of the theory of teaching computer science and special issues of the methodology of teaching computer science.	