

Academic Year/course: 2022/23

63218 - Design of Learning Activities for Economics and Business Administration

Syllabus Information

Academic Year: 2022/23

Subject: 63218 - Design of Learning Activities for Economics and Business Administration

Faculty / School: 107 - Facultad de Educación

Degree: 584 -
592 -

ECTS: 8.0

Year: 1

Semester: Second semester

Subject Type: Optional

Module:

1. General information

1.1. Aims of the course

Students should acquire the competence to design, manage and develop learning activities in the field of Economics and Business and develop the environments and resources necessary for the work and learning of students.

2. Learning goals

2.2. Learning goals

1. Analyze the difficulties and specific characteristics of learning Economics and Business
2. Deepening the skills and knowledge included in Economics and Business, to evaluate and select the most relevant strategies for the approach of their learning.
3. Design activities for learning the skills and knowledge for the subject of Economics and Business.
4. Design and develop the necessary resources to configure a learning environment for the designed activities.
5. Manage and guide the learning process through the development of activities, using collaborative work for their organization within the framework of active methodologies.

3. Assessment (1st and 2nd call)

3.1. Assessment tasks (description of tasks, marking system and assessment criteria)

358 / 5.000

Resultados de traducción

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1. Participation, interest and performance of the planned activities. 10%
2. Preparation and defense of at least 4 didactic activities corresponding to subjects related to the specialty of Economics. 35%.
3. Elaboration of a Didactic Unit. 35%
4. Design of the evaluation procedure. 20%

4. Methodology, learning tasks, syllabus and resources

4.3. Syllabus

1. Analysis of the characteristics and difficulties of learning Economics and Business.
2. Competences and contents included in the subject of Economics and Business.
3. The teaching-learning process (Didactic programming and design of didactic units)
4. Teaching methodologies and motivation.
5. Design of learning activities.

4.5. Bibliography and recommended resources

<https://psfunizar10.unizar.es/br13/egAsignaturas.php?codigo=63218>