

Academic Year/course: 2022/23

63231 - Design of Learning Activities for Informatics and Technology

Syllabus Information

Academic Year: 2022/23

Subject: 63231 - Design of Learning Activities for Informatics and Technology

Faculty / School: 107 - Facultad de Educación

Degree: 584 -

594 -

ECTS: 8.0

Year: 1

Semester: Second semester

Subject Type: Optional

Module:

1. General information

2. Learning goals

3. Assessment (1st and 2nd call)

4. Methodology, learning tasks, syllabus and resources

4.3. Syllabus

Contents to be taught for technology subjects

Prevention in the classroom-workshop

Visit to workshops, a technology center or company.

Dimensional metrology. Example of capturing images with optical magnifying glass

Project-based learning in an interdisciplinary context.

Formation of practice groups and assignment of projects

Project planning, making plans and project construction.

Project execution report. Making videos.

Public presentation of the project. Co-evaluation with response command

Development of the didactic unit of the project carried out.

Examples of protocol in the event of an accident. Integrated procedure in the quality management system.

Good practices in activity design:

Pneumatic, electropneumatic, hydraulic electrohydraulic applications.

Use of simulators in pneumatic and hydraulic applications.

Activities in the classroom? mechanical workshop: machines and manufacturing processes

Electrical installations.

Wood works

Introduction to Arduino, 3D printers, 3D scanning and robotics.

Design of technology learning assessment activities.

Contents to be taught for ICT and IT subjects

Principles to consider in the design of computer learning activities.

Classifications of computer learning activities using computers.

Activities to learn to search and filter information.

Using blogs as computer learning tools.

Use of wikis as computer learning tools.

Webquest design.

Design of mobile applications.

Design of activities for project-based ICT learning.

Design of evaluation activities for computer learning.

Use of social networks for the purpose of learning the correct and responsible use of web 2.0.