

Course: Basics of coding in early childhood education		ECTS Points: 2
Course Code: 0800-ERA-7GWO		
Language: English		
Course description: educational content – elective, optional course		
Lecturer: mgr Adam Naruszewicz		
Semester: summer	Number of hours: 15	
	Lecture: 0	
	Classes: 15	
Courses to be completed before enrolment to the course: Expert knowledge of computer skills is required.		
Substantive content: basics of computer programming, computer games in education, developing children's coding skills.		
Classes		Number of hours
1. What is a coding in early education		2
2. Base of computer programming		2
3. Elements of programming in early childhood education		3
4. Computer games and applications for learning coding		4
5. Robots in early childhood education		3
6. Summary		1
Aim of the course: Developing students' knowledge and skills in terms of conducting classes about coding in early childhood education. Showing methods and tools for developing coding skills in children.		
Teaching methods: work in teams (groups), work in computer room (lab), presentations and instructional videos.		
Literature: [1] Alghamdi M, Al-Jumeily D, Hussain A, "Supporting Young Students to Learn Computer Programming in an Early Schooling", In Computer Vision and Image Analysis Applications (ICCVIA), International Conference, pp. 1-5. IEEE, Rome, Italy, 23rd-24th March 2015. [2] Alghamdi M, Symons A, Al-Jumeily D, Hussain A, "Supporting the Learning of Computer Programming in Early Years Schooling". The International Journal of Software Engineering, vol.3, pp.1-11, 30th June 2015.		
Forms and conditions of credit: active participation during the classes.		