

Subject card

Subject name and code	XXI century skills- programming for children, PG_00150151						
Field of study	Pedagogy						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2026/2027		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	4		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Małgorzata Cackowska				
	Teachers		dr hab. Małgorzata Cackowska				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		0.0		35.0	50
Subject objectives	Acquiring the skills to conduct coding classes in a classroom environment.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PEDMU2_U05] The graduate is able to present his/her own ideas, doubts and suggestions, support them with extensive argumentation in the context of selected theoretical perspectives, views of various authors, following and being guided by ethical principles		nie dotyczy		[SU5] implementation of a problem task		
	[PEDMU2_U11] The graduate is able to ; creatively animate work on his/her own development and the development of participants in educational processes and support them in their conscious and responsible decision-making, and inspire them to undertake and pursue lifelong learning		nie dotyczy		[SU2] presentation/project/paper/report [SU6] demonstration of practical skills		
Subject contents	nie dotyczy						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	games coding		100.0%		100.0%		

Recommended reading	Basic literature	nie dotyczy
	Supplementary literature	nie dotyczy
	eResources addresses	
Example issues/ example questions/ tasks being completed	nie dotyczy	
Work placement	Not applicable	

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