

Subject card

Subject name and code	Robotics for children, PG_00150170						
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	3		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Division of Philosophy of Education and Culture Studies -> Institute of Education -> Faculty of Social Sciences -> Rector						
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	20.0	0.0	0.0	0.0	20
	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	20		0.0		30.0	50
Subject objectives	Providing knowledge and skills in use of educational robots; in evaluating adopted solutions; in educational design (practical tasks).						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PEDMU2_U10] The graduate is able to choose and apply the appropriate procedure for a given pedagogical activity, select means and methods of work in order to effectively perform emerging professional tasks		Student is able to choose original and didactically valuable ways to accomplish practical tasks in the field of robotics.		[SU2] presentation/project/paper/report [SU6] demonstration of practical skills		
	[PEDMU2_U09] The graduate is able to generate original solutions to complex pedagogical problems and forecast the course of their solution as well as predict the effects of planned activities in specific practical areas		Student is able to design original robotics solutions using knowledge on mobile culture.		[SU2] presentation/project/paper/report [SU6] demonstration of practical skills		

Subject contents	1. <i>Dimensions of educational cyborgization: Internet of Things, smart objects, robots and drones.</i>		
	2. <i>Cultural controversy on non-human educational actors.</i>		
	3. <i>Types of drones and educational robots. Toys and non-human educational actors</i>		
	4. <i>Educational design with drones and selected educational robots.</i>		
	5. <i>What is visual programming? Educational applications and coding/ programming.</i>		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	active participation	20.0%	20.0%
	design a project	80.0%	80.0%
Recommended reading	Basic literature	<i>Chamayou G., Théorie du drone, La fabrique editions, Paris 2013.</i>	
		<i>Kopciwicz L., Cyborgizacje: perspektywy, wyobrażenia, projekty edukacyjne, "Ars Educandi" 2015.</i>	
		<i>Birtchnell T., Gibson Ch., Less talk more drone: social research with UAVs, "Journal of Geography in Higher Education" 2015, Volume 39, Issue</i>	
		<i>Hojnacki L. (red.), M-learning, czyli (r)ewolucja w nauczaniu, Think Global, Warszawa 2011.</i>	
		<i>Bougsiaa H., Kopciwicz L., Dzieci w kulturze mobilnej. Partycypacja, uczenie się i emancypacja pokolenia cyfrowych tubylców,</i>	
		<i>"Teraźniejszość, Człowiek, Edukacja" 2016, nr 1.</i>	
	Supplementary literature	<i>McPherson T., Digital Youth, Innovation, and the Unexpected, MIT Press, 2008.</i>	
	eResources addresses		
Example issues/ example questions/ tasks being completed	designing and presentation of the practical tasks (criterion is the substantive		
	and technical correctness, originality and innovativeness of applied m-learning		
	solutions).		
Work placement	Not applicable		

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