

**Subject card**

<b>Subject name and code</b>	XXI century skills- programming for children, PG_00150151						
<b>Field of study</b>	Pedagogy						
<b>Date of commencement of studies</b>	October 2026	<b>Academic year of realisation of subject</b>			2027/2028		
<b>Education level</b>	Master's studies	<b>Subject group</b>			Obligatory subject group in the field of study Optional subject group Subject group related to scientific research in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	2	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	4	<b>ECTS credits</b>			2.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>							
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr hab. Małgorzata Cackowska				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	15.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM		
	<b>Number of study hours</b>	15	0.0	35.0	50		
<b>Subject objectives</b>	Acquiring the skills to conduct coding classes in a classroom environment.						
<b>Learning outcomes</b>	<b>Course outcome</b>	<b>Subject outcome</b>		<b>Method of verification</b>			
	[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			
<b>Subject contents</b>	nie dotyczy						
<b>Prerequisites and co-requisites</b>							
<b>Assessment methods and criteria</b>	<b>Subject passing criteria</b>	<b>Passing threshold</b>		<b>Percentage of the final grade</b>			
	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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