

SEMESTER - III

CPS 2c – Part III - PEDAGOGY OF COMPUTER SCIENCE

Credits: 2

Internal: 20 marks

Hours/Week: Theory-2hrs Practical- 3hrs

External: 30 marks

Total: 50 marks

Objectives

At the end of the course the student-teacher will be able to:

- know the importance of various learning resources;
- conduct action research and disseminate the results;
- gain clarity on the various tasks to be executed during field immersion

Unit I: Learning Resources

Introduction – Need for planning a computer laboratory – Planning and maintenance of a computer laboratory – Special features of a computer laboratory – essential infrastructure – lab management – organization of practical's for pupils – maintenance of records – discipline rules in the laboratory for the teacher and laboratory staff – rules for the students in the laboratory – cybercrime – clubs – Computer Science Textbook : Meaning – Qualities of good Computer Science Textbook – use of text book in and outside the classroom – criteria for evaluation of Computer Science Textbook – value of the Computer Science Library.

Unit II: Action Research

Action Research- Meaning, need for classroom research- difference between action research and fundamental research- steps in action research- journaling the results of classroom research.

Unit III : Field Immersion

Tasks of student-teachers during internship :

- Observation of the teaching of mentor teachers and peer student-teachers
- Institutional and Individual case study,
- Lesson plan, Unit plan and teaching- learning materials,
- Question paper and other tools of assessment,

- Reflective diary of school internship,
- Co-Scholastic activities,
- Teaching as a substitute teacher

Suggested references:

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