Lesson design: the stakeholders, the methods, and techniques of EVANGELIA MITSIKA

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DOCTORADO EN TRANSFERENCIAS INTERCULTURALES E HISTÓRICAS EN LA EUROPA MEDIEVAL

International Online Symposium La Nusia 2024

1. Goals:

Selection of appropriate teaching techniques:

Choose suitable teaching techniques according to the subject matter, instructional goals, and students' needs.

Selection of teaching techniques relevant to Computer Science:

Ensure that the chosen teaching techniques align with topics within the field of Computer Science.

Design and organization of a teaching plan:

Create and organize a teaching plan to be implemented, focusing on a specific topic within the Computer Science domain.

2. Teaching Plan Programming

Teaching Plan Programming

Pre-teaching Activities for the Educator (Lesson Plan Creation):

Development of a comprehensive lesson plan.

Format and Content of Teaching (Defining the Teaching Unit and Presentation Method):

Clearly defining the teaching unit and the method of presentation.

Theory – Examples – Exercises (Methodology):

•Integrating theoretical instruction with practical examples and exercises to reinforce learning.

5. Lesson Axes

- ➤ Subject Matter of Teaching
- >Class Level
- >Educational Needs
- Students' Knowledge Background
- ➤ General Instructional Goal
- >Expected Outcomes
- >Teaching Techniques
- Materials (Visual and Didactic)
- ▶ Procedure for Using Techniques
- **≻**Assignments
- ➤ Evaluation
- ► Lesson Plan Outline



Evaluation and Adjustment of Notes & Pla

3. Teaching Plan Programming



4. Teaching Plan Programming (Computer Science)

Creation of Notes & Plan Based on the Teaching and Examination Syllabus



7. Conclusions

A teaching program, to be successful, must be:

- ·Properly designed
- •Well-timed

Technology is evolving. Therefore, using advanced educational tools is essential for saving time and improving the quality of teaching.

Good communication between the involved parties (teachers and students) in the learning system determines its positive progress.

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