

TEACHING PLAN

PEDAGOGY OF COMPUTER SCIENCE

DAYS WAISE SYLLBUS

Incharge –

S. N O	DATE	TOPIC	PPT	VEDIOS	NOTES
		UNIT - I			
1	10.12.20	MEANING, CHARACTERISTICS OF COMPUTERS			Y
2	11.12.20	IMPORTANCE OF COMPUTERS			
3	12.12.20	PRINCIPLES OF COMPUTING			Y
4	14.12.20	TECHNIQUES OF COMPUTING			Y
5	15.12.20	HARDWARE AND SOFTWARE			Y
		UNIT - II			
6	16.12.20	MEANING AND NATURE OF COMPUTER SCIENCE			Y
7	17.12.20	CHARACTERISTICS OF COMPUTER SCIENCE			
8	18.12.20	FACTS AND GENERALIZATIONS IN COMPUTER SCIENCE			Y
9	19.12.20	SCOPE OF COMPUTER SCIENCE			
10	21.12.20	RELATION WITH OTHER SCIENCES AND ITS USES IN DAY TO DAY LIFE			
11	22.12.20	ROLE OF ICT IN TEACHER EDUCATION			
		UNIT - III			
12	23.12.20	AIMS AND OBJECTIVES OF TEACHING COMPUTER SCIENCE AT DIFFERENT			Y

		LEVELS			
13	24.12.20	BLOOMS TAXONOMY OF EDUCATIONAL OBJECTIVES			Y
14	26.12.20	INSTRUCTIONAL OBJECTIVES WITH SPECIFICATIONS			
		UNIT - IV			
15	28.12.20	STRATEGIES: TEAM TEACHING			Y
16	29.12.20	LECTURE CUM DEMONSTRATION			Y
17	30.12.20	INDUCTIVE-DEDUCTIVE			Y
18	1.1.21	ANALYTIC-SYNTHETIC			Y
19	2.1.21	PROBLEM SOLVING			Y
20	4.1.21	SEMINAR			Y
21	5.1.21	SMALL GROUP STRATEGIES			
22	6.1.21	COOPERATIVE LEARNING			Y
23	7.1.21	GROUP LEARNING			
24	8.1.21	DEBATE, DISCUSSION			
25	9.1.21	INDIVIDUALIZED STRATEGIES			
26	11.1.21	WEB BASED LEARNING			Y
27	12.1.21	COMPUTER ASSISTED LEARNING (CAL)			Y
28	13.1.21	COMPUTER MANAGED LEARNING(CML)			
29	15.1.21	TECHNIQUES: BRAINSTORMING			Y
30	16.1.21	BUZZ SESSION			Y
31	18.1.21	SIMULATION			Y
32	19.1.21	SYMPOSIUM			Y
33	20.1.21	TEAM TEACHING – MEANING			
34	22.1.21	ORGANIZATION AND IMPORTANCE			

