



الرقم:

التاريخ: 07:17 2023/03/01 ص

المرفقات:

Teaching and Learning Strategies to achieve PLO's

Teaching and learning strategies to achieve program learning outcomes	
Describe policies, teaching and learning strategies, learning experience, and learning activities, including curricular and extra-curricular activities, to achieve the program learning outcomes.	
Program Learning Outcomes	Teaching Strategies
Knowledge	
K.1. Define knowledge of computing and mathematics appropriate to the discipline.	Lecture Drill & Practice
K.2. Define computer science theory and software development fundamentals to produce computing-based solutions.	Daily re-looping of previously learned material Summarizing lessons
Skills	
S.1. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.	Lecture Drill & Practice Laboratory ExperimentsGroup
S.2. Use current techniques, skills, and tools necessary for computing practice.	Discussion
S.3. Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.	Case study Project based learning
Values	
V.1. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.	Project based learning Drill & Practice Laboratory
V.2. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.	experiments Problem based learning