Kingdom of Saudi Arabia
Ministry of Education
Prince Sattam Bin Abdulaziz University
College of Arts and Science
in Wadi Addawasir
Computer Science Department



المملكة العربية السعودية وزارة التعليم جامعة الأمير سطام بن عبدالعزيز كلية الأداب والعلوم بوادي الدواسر قسم علوم الحاسب

جامعــــة الأمــيـــر سطام بن عبدالعزيز PRINCE SATTAM BIN ABDULAZIZ UNIVERSITY

الرقم:	التاريخ: 07:17 2023/03/01 ص	لمرفقات:
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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	Daily re-looping of previously learned material
solutions.	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
S.2. Use current techniques, skills, and tools necessary for computing practice.	ExperimentsGroup Discussion
S.3. Analyze a complex computing problem and apply	Case study
principles of computing and other relevant disciplines to identify solutions.	Project based learning
Values pala pala pala la	كية الادات
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	experiments
informed judgments in computing practice based on legal and ethical principles.	Problem based learning