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| Educational program | 6В01505 Informatics |
| EP purpose | Training of qualified teachers with sufficient knowledge and competence level, carrying out educational, innovative, research, information and analytical activities in the field of Informatics. |
| EP type | Acting EP |
| Level on NQF | 6 |
| Level on SQF | 6 |
| The awarded academic degree | Bachelor |
| Period of study | 4 |
| Volume of the credits | 240 |
| Language of education | Kazakh, Russian, English |
| Date of approval of the OP at the Board meeting | 06.04.2022 (protocol No. 10) |
| Professional standard | Pedagogue |

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| № | Learning outcomes: |
| 1 | Have the ability to evaluate and apply research methods and innovative approaches in the study of socially significant phenomena and processes in the legal, entrepreneurial, industrial, environmental environment |
| 2 | To organize the educational process in the conditions of the updated content of secondary education, taking into account the physiological and functional features of the development processes, the individual educational needs of pupils and students. |
| 3 | Analyze observed facts and phenomena using physical and mathematical methods, demonstrating knowledge and understanding of the basic mathematical objects and concepts of modern Physics. |
| 4 | Use algorithmic and creative ways of thinking to create an educational environment for the creation of creativity, science, creativity and the introduction of innovative solutions, applying in practice strong analytical abilities and critical thinking skills. |
| 5 | Conduct and present the results of project and research activities in the form of scientific papers, including in English. |
| 6 | Formulate and solve programming problems of various levels of complexity, demonstrating knowledge of algorithms, data structures, object-oriented programming, methods, tools and techniques for writing effective programs. |
| 7 | Develop mobile applications and functional websites using relational and non-relational databases for efficient data storage |
| 8 | Design and develop mock-ups of robots and robotic systems, creating computer models and graphic objects. |
| 9 | Apply interdisciplinary and project-based teaching methods to create a creative educational environment, introducing digital learning technologies and information security technologies. |
| 10 | Analyze and evaluate the acquired knowledge for research and solving problems in the educational and practical activities of a computer science teacher, independently determining the forming knowledge bases, skills and abilities during training.g. |