



COURSE DESCRIPTION CARD - SYLLABUS

Course name

English [N2Inf1>JANG2]

Course

Field of study

Computing

Year/Semester

1/2

Area of study (specialization)

Mobile and Embedded Applications for the Internet of Things

Profile of study

general academic

Level of study

second-cycle

Course offered in

Polish

Form of study

part-time

Requirements

compulsory

Number of hours

Lecture

0

Laboratory classes

0

Other

0

Tutorials

20

Projects/seminars

0

Number of credit points

1,00

Coordinators

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Lecturers

Prerequisites

Students should demonstrate language skills at the B2 level according to the Common European Framework of Reference for Languages (CEFR), including knowledge of grammatical structures as well as general and specialist vocabulary in the field of computer science acquired during undergraduate studies. In terms of skills, they are expected to effectively use various information sources, continuously expand their competencies, work well in a team, and engage in self-directed learning. Furthermore, regarding social competencies, students should exemplify honesty, responsibility, empathy, perseverance, intellectual curiosity, appropriate personal conduct, respect for others, and an openness to cultural diversity.

Course objective

The course objectives are to: 1. Elevate the language proficiency of students to a minimum of B2+ according to the Common European Framework of Reference for Languages (CEFR). 2. Improve the ability to effectively use the language across the four language skills. 3. Enhance the skills in working with specialised technical texts. 4. Refine the ability to navigate the international job market and everyday situations.

Course-related learning outcomes

Knowledge

Students:

1. Have a general English vocabulary at a B2+ level according to the CEFR and specialised terminology that enables precise communication on the subject of broadly understood computer systems [K2st_W1].
2. Are familiar with the grammatical structures required for describing and explaining phenomena and processes related to the aforementioned field, in both written and oral forms.

Skills

Students:

1. Can search for, analyse, and integrate information from various sources in English, critically evaluate it, and effectively formulate and justify their opinions on the subject - [K2st_U1].
2. Can communicate in English in a professional context, employing various techniques, including conducting business correspondence, as well as in other environments - [K2st_U12].
3. Can prepare and present academic papers in English, showcasing research findings or deliver oral presentations on specific topics within the field of computer science - [K2st_U13].
4. Possess language skills in English corresponding to the criteria of the B2+ level as defined by the CEFR - [K2st-U14].
5. Can collaborate within a team, assuming various roles within it - [K2st_U15].

Social competences

Students:

1. Recognise the importance of proficiency in English communication for effectively sharing accomplishments in computer science with society [K2st_K3].
2. Notice and adapt to cultural differences in behaviour and in both professional and personal communication in English across various cultural contexts.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Formative Assessment:

1. Short control tests (e.g., assessing vocabulary or grammar)
2. Short written assignments
3. Presentations or oral statements on topics related to specialist English
4. Self-assessment or peer assessment in pairs or small groups

Summative Assessment:

1. Final tests (written or oral)
2. Final resentation on a selected topic from the field
3. Assessment of class participation and contribution to group tasks

General Assessment Criteria:

1. Linguistic accuracy, including the use of specialist vocabulary and terminology
2. Ability to present and logically convey information and arguments
3. Analysis and interpretation of source materials
4. Active participation in classes and interaction with other participants

Programme content

1. Values and ethics
2. Innovation and technology
3. Work-life balance
4. Creative thinking and coping with stress
5. Elements of formal writing

6. Critical thinking

Course topics

1. Reading between the lines
2. Consumers and the economy
3. Ethical consumption
4. Sales talk
5. A consumer review
6. Asking significant questions
7. Developing new technology
8. Innovative approaches
- 9.. How to make the work-life balance work
10. Leisure time around the world
11. Taking a day off
12. Supporting arguments
13. Looking for inspiration
14. Agreeing to differ
15. Launching a new project
16. Writing reports, overviews and analyses

Teaching methods

1. Communicative exercises, i.e., discussions, debates, simulations, role-plays
2. Listening comprehension, written exercises, and lexical and grammatical exercises
3. Exercises using multimedia technology, language games
4. Presentation of materials and text analysis
5. Individual work, pair work, small group activities

Bibliography

Basic:

1. Keynote, Upper Intermediate, Student's Book, H. Stephenson, L. Lansford, P. Dummett, National Geographic Learning, 2015

Additional:

1. Writing Academic English, A.Hogue, A.Oshima, Pearson/Longman, 2006
2. Academic Writing: A handbook for international students, Bailey S., Routledge, Abingdon , 2011
- 3 . Online sources: www.sciencedaily.com, www.howstuffworks.com, www.newscientist.com

Breakdown of average student's workload

| | Hours | ECTS |
|---|-------|------|
| Total workload | 25 | 1,00 |
| Classes requiring direct contact with the teacher | 20 | 1,00 |
| Student's own work (literature studies, preparation for laboratory classes/ tutorials, preparation for tests/exam, project preparation) | 5 | 0,00 |