**Incoming student mobility**

**UNIOS University Unit: Faculty of Education**

**COURSES OFFERED IN FOREIGN LANGUAGE**

**FOR ERASMUS+ INDIVIDUAL INCOMING STUDENTS**

|  |  |
| --- | --- |
| **Department or Chair within the UNIOS Unit**  | **Department of Science** |

|  |  |
| --- | --- |
| **Study program**  | **Master of Primary Education** |

|  |  |
| --- | --- |
| **Study level** | **Graduate (master)** |

|  |  |
| --- | --- |
| **Course title** | **Logo - programming language** |
| **Course code (if any)** | **UIN7010** |
| **Language of instruction** | **Croatian/English** |
| **Brief course description** | **1. Introduction to Logo: LOGO programming language, running the software, basic instructions, instructions for starting the turtle, deleting the contents on the display. 2. Working in editor, software retrieval and storage: types of displays, editor; writing, storage, retrieval, deletion of the software. 3. Drawing of geometrical figures, color and sound: drawing geometrical figures, determining the background color and the pencil color, instructions for sound, creating software with sound effects. 4. Positioning the turtle and working with many turtles: placing the turtle on the given position, discovering the present position of the turtle, retrieval of many turtles, working with individual turtles, simultaneous work with all turtles. 5. Unknowns and variables; Conditions and decisions: handling unknowns, defining variables, handling variables, setting up and checking conditions, decision making. Contents of exercises: 1. Starting Logo and basic drawing instructions: basic instructions for starting the turtle, raising and lowering the pencil, repeating instructions. 2. Working in editor, software retrieval and storage: types of displays, editor; writing, storage, retrieval, and deletion of the software. 3. Drawing of geometrical figures: creating software for drawing of regular and irregular geometrical figures. 4. Drawing in color and sound instructions: creating software for determining the background color and the pencil color, creating software for sound and sound effects. 5. Positioning the turtle and working with many turtles: creating software for positioning the turtle on the given place, discovering the present position of the turtle, retrieval of many turtles, working with individual turtles, simultaneous work with all turtles. 6. Text printout and mathematics in LOGO: text on the display and in the image, letter size, basic mathematical operations, random numbers and integers. 7. Unknowns and variables: creating software for the purpose of handling unknowns, defining variables and handling variables. 8. Conditions and decisions: creating software for setting up and checking conditions and decision making. 9. Basic types of data, functions and recursions: creating software for handling numbers, words and lists, creating software for functions and recursions.** |
| **Form of teaching** | **Lectures, practice, seminars, the Internet and multimedia, individual tutoring.** |
| **Form of assessment** | **Course attendance, Activity during lessons, Seminar/Workshop, Written exam, Continuous assessment, Individual tutoring.** |
| **Number of ECTS** | **2** |
| **Class hours per week** | **1 + 0** |
| **Minimum number of students**  | **5** |
| **Period of realization**  | **winter semester**  |
| **Lecturer** | **doc.dr.sc. Vjekoslav Galzina** |