

Presentation pattern *February to September*
October to June

Module description

This module provides an opportunity to sample some of the key areas in computing and information technology. Students will be introduced to three subjects as tasters for their future studies and career: networking, Linux and robotics. Studying these subjects will enable them to develop essential skills if they are considering future employment in the computing and IT industry. They will be applying what they learn to develop a portfolio, to demonstrate their skills and understanding in these areas to potential employers. By studying this key introductory Level 1 module, students can also begin to explore where their future career ambitions might lie

Person specification

The person specification for this course should be read in conjunction with the [generic person specification](#) for an associate lecturer at The Open University.

As well as meeting all the requirements set out in the generic person specification, you should:

- be an experienced computer user with a background in their use for work, education or social purposes
- be enthusiastic and knowledgeable about current computer and communication technologies
- have an ability to teach the underlying concepts and technical principles of computing and information and communication technologies (ICTs)
- have an active interest in, and knowledge of, developments associated with ICTs, particularly in relation to networking, robotics and operating systems
- have an understanding of introductory level computer program design and structure, and be able to assist students in learning the fundamental elements of these
- have an understanding of basic computer hardware and software concepts
- be enthusiastic about, and willing to participate in, developing students' skills in communication, numeracy, information literacy and use of the English language
- be enthusiastic about, and able to moderate, an online tutor-group forum including facilitating online tutorials using web conferencing tools, such as Adobe Connect.
- be able to learn and use new and evolving technologies to support student learning, including marking assignments with multimedia and programming elements as well as written material
- be willing to work as part of an online community of teachers and learners
- be enthusiastic about the use of student portfolios for employability and assessment.

Module related details - a full explanation can be found on the website

Credits awarded to the student for the successful completion of a module: 30

Number of assignments submitted by the student:	3 + 1 end-of-module assignment
Method of submission for assignments:	2
Level of ICT requirements:	3
Number of students likely to be in a standard group:	20
Salary band:	3
Estimated number of hours per teaching week:	3.5

This module has an end-of-module assignment and the payment for marking these is not included within your AL salary for this module