

CATALOGUE OF ELECTIVE DISCIPLINES

6B014 – Teacher training with a subject specialization of general development (Visual art, artwork and design)

Cycle of disciplines	Name of disciplines and their main sections	Laboriousness (ECTS)
CGED 1	THE CYCLE OF GENERAL EDUCATIONAL DISCIPLINES (CGED)	5
1.	Ecology and sustainable development	5
	Basic laws of functioning of living organisms, ecosystems of different levels of organization, biosphere as a whole, their stability; interaction of components of biosphere and ecological consequences of economic activity of the person, especially in the conditions of intensification of nature management; modern representations about concepts, strategies and practical tasks of sustainable development in various countries and RK; problems of ecology, environmental protection, sustainable development	
CBD 2	CYCLE OF BASIC DISCIPLINES (CBD)	56
1.	Inclusive education	5
	The role of inclusive education in social and educational policy. Legal support, models, forms, types of inclusive education. Psychological and pedagogical problems of education and upbringing of children with disabilities in inclusive education. Psychological and pedagogical technologies of work with children with disabilities and their families. Interaction with teachers and psychologists in the organization of inclusive education	
2.	Management in education and electronic documentation	5
	Scientific and methodological foundations of pedagogical management. School management. Regularities and principles of management in school. Functions and methods of pedagogical management. Information technologies in management. Leadership style. Ethics and culture of management. Marketing. Competitiveness of the organization of education. Electronic logbook of classes, automatic distribution of classes, completed documents and reports control of visits of teachers and students of others.	
3.	Pedagogical measurement	5
	Modern means of evaluation of learning outcomes. The problem of evaluation activity. Model of technology of criterion estimation. The principles of assessment. Assessment stages and tools. Criteria table – the subject heading. Formative assessment and summative (internal and external) assessment. Moderation of summative evaluation results. Age criteria for evaluation of educational results. Self-evaluation and mutual evaluation with peers. Pedagogical objectives the portfolio. Functions and composition of the portfolio.	
4.	Pedagogical practice	4
5.	Arts and crafts: wood, metal (boys/girls)	4
	Traditional and modern technologies of artistic processing of metal and wood. Plastic properties of materials. Mastering the sequence of creating decorative and applied wood products using painting, carving, weaving, inlay and other technologies.	
6.	Arts and crafts: artistic weaving (boys/girls)	4
	Traditional and modern technologies of artistic processing of textile materials (felt, weaving, etc.). Plastic and technological properties of textile materials. Mastering the sequence of creation of decorative and applied products from textile materials on the basis of traditional and modern techniques and technologies.	
7.	Creative ceramics and sculpture	4
	Materials of ceramics and sculpture, their varieties. Equipment for modeling;	

	preparation of material and tools for ceramics and sculpture. Types of sculpture. Artistic and expressive means of sculpture. Modeling from nature, from memory, representation and observation of people, household items, birds, animals. Modeling of a flat landscape. Volumetric relief. Modeling of three-dimensional and relief images, performance of creative works in three-dimensional plastic.	
8.	Design and contemporary art forms (workshop)	4
	The main types of design and modern art forms. Specificity and artistic merits of certain types of design and modern forms of art. Graphic design, its objects. Environment design, interior and exterior design. Landscape and environmental design. Abstract art, pop art, postmodernism. Photography in contemporary art. Media art.	
9.	Fundamentals of mechatronics and robotics (boys)	4
	Purpose and scope of mechatronics and robotics. History of development and basic concepts. Components of mechatronics. Computer technology. Basics and stages of modeling. Classification of models. Types of modeling. Classification of industrial robots, control systems, kinematics, means of adaptation of robots to robotic technological complexes.	
10.	Technology of production of garments (girls)	4
	Basics of clothing manufacturing technology General information about clothing. The range of apparel products. General information about clothing design. Methods of connection of clothing items. Technology of manual sewing works. Classification and characteristics of sewing equipment Technology of machine sewing works. Technology of wet-heat sewing works. Equipment and devices for wet-heat treatment (WCO) of garments. The WTO regime. Operations of wet-heat treatment.	
11.	Engineering graphics and design	4
	Basics of drawing. Reading and manual execution of drawings and diagrams-images of products. Title page. Fonts and inscriptions on drawings. Scales. Drawing lines. A conditional image of the materials in the drawing. ESKD standards, graphic constructions. Division of the circle. Sizing. Dimension line. The coordinates X,Y, Z. the Construction of types. Axonometry.	
12.	Digital art (photo, animation, media)	4
	The history of media and video art, the history of modern art, photography techniques and technology, video and video editing, working with sound, interactive environments (Processing, Pure Data, Max / MSP), 3D modeling, animation (Cinema 4D), prototyping, modern technologies and materials used to create art objects. The main directions, concepts and figures from the history of media art. Digital art in Kazakhstan.	
13.	Computer graphics	5
	Basics of computer graphics. Familiarity with the interface. Methods and means of construction and processing of graphic images with the help of modern graphic means of interactive computer graphics. The graphic representation of the data. Types of computer graphics. Vector graphics. Raster graphics. Fractal graphics. Applied computer graphics software. Hardware (technical) means of computer graphics. 3D-modeling. Basics of multimedia technologies.	