1.	Field of study	not applicable
2.	Faculty	not applicable
3.	Academic year of entry	not applicable
4.	Level of qualifications/degree	not applicable
5.	Degree profile	not applicable
6.	Mode of study	not applicable

7. General information about th	General information about the module		
Module name	KN: Edukacja ekologiczna i regionalna		
Module code	KN-PdG-EER		
Number of the ECTS credits	2		
Language of instruction	Polish		
Purpose and description of the content of education	The aim of the module is to familiarize students with the content and detailed requirements relating to ecological and regional issues. They will be implemented in the form of workshops based on the didactic values of selected places in the Upper Silesian-Zagłębie region and the didactic offer of environmental (including forest) and regional education centers.		
List of modules that must be completed before starting this module (if necessary)	not applicable		

8. Learning	Learning outcomes of the module				
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)		
KS 01 P	He critically evaluates his knowledge in the field of teaching nature, which he constantly supplements, and is characterized by a pro-ecological attitude and initiating projects for nature conservation and human well-being.	KN_NDP_PdG_K01	5		
U01 P	Identifies living organisms and the ecosystems in which they live and implements principles of counteracting environmental threats.	KN_NDP_PdG_U01	5		
W01 P	Has knowledge of the area, including knowledge of species, ecosystems and threats to human life and health.	KN_NDP_PdG_W01	5		

9. Methods of	Methods of conducting classes			
Code	Category	Name (description)		
b03	Problem-solving methods	Activating method – educational games learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes		
b07	Problem-solving methods	Activating methods: a case study a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction,		

		presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon
c07	Demonstration methods	Screen presentation a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image
d01	Programmed learning methods	Working with a computer e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline
d02	Programmed learning methods	Working with a programmed textbook working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.
d03	Programmed learning methods	Working with another teaching tool e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools
e01	Practical methods	Laboratory exercise / experiment [also conducted as fieldwork] a method of practical application of knowledge; implemented in three stages: the recognition of a problem induced by the task content, the formulation of the problem and the attempt to solve it accompanied by the assessment of the effects; the goal is to acquire skills, abilities and habits, and to consolidate the acquired knowledge so that it becomes operational; the laboratory method assumes greater independence of learners than carrying out an experiment
e06	Practical methods	Observation also conducted as fieldwork; a method of watching phenomena, objects or people in a systematic/planned way in order to gain knowledge about them; perceptual separation of elements of a model action as an element of learning through imitation; a complex system of cognition based on sensory experiences

10.	0. Forms of teaching					
	Code	Name			Learning outcomes of the module	Methods of conducting classes
KN-	PdG-EER_C	practical classes	15	course work	, ,	b03, b07, c07, d01, d02, d03, e01, e06

11. The stude	The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?	
a01	Preparation for classes	Search for materials and review activities necessary for class participation reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes	Yes	
a02	Preparation for classes	Literature reading / analysis of source materials reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class	No	
a03	Preparation for classes	Developing practical skills activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent	Yes	

		elements of the curriculum (as preparation for class participation)	
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content reading through the syllabus and getting acquainted with its content	No
b02	Consulting the curriculum and the organization of classes	Verification / adjustment / discussion of syllabus provisions consulting the content of the syllabus, possibly in the presence of the year tutor or members of the class group, and, if necessary, reassessing the provisions concerning special conditions for class participation, e.g., space and time requirements, technical and other requirements, including conditions for participation in classes outside the walls of the university, classes organized in blocks, organized online, etc.	Yes
b03	Consulting the curriculum and the organization of classes	Consulting the schedule getting acquainted with the class schedule, possibly in the presence of the year tutor, in order to optimize participation in classes, including those supplementary to the core subjects listed in the pursued study programme	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: https://usosweb.us.edu.pl.