



Postgraduate Certificate Drawing and Plastic Arts Syllabus Design

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

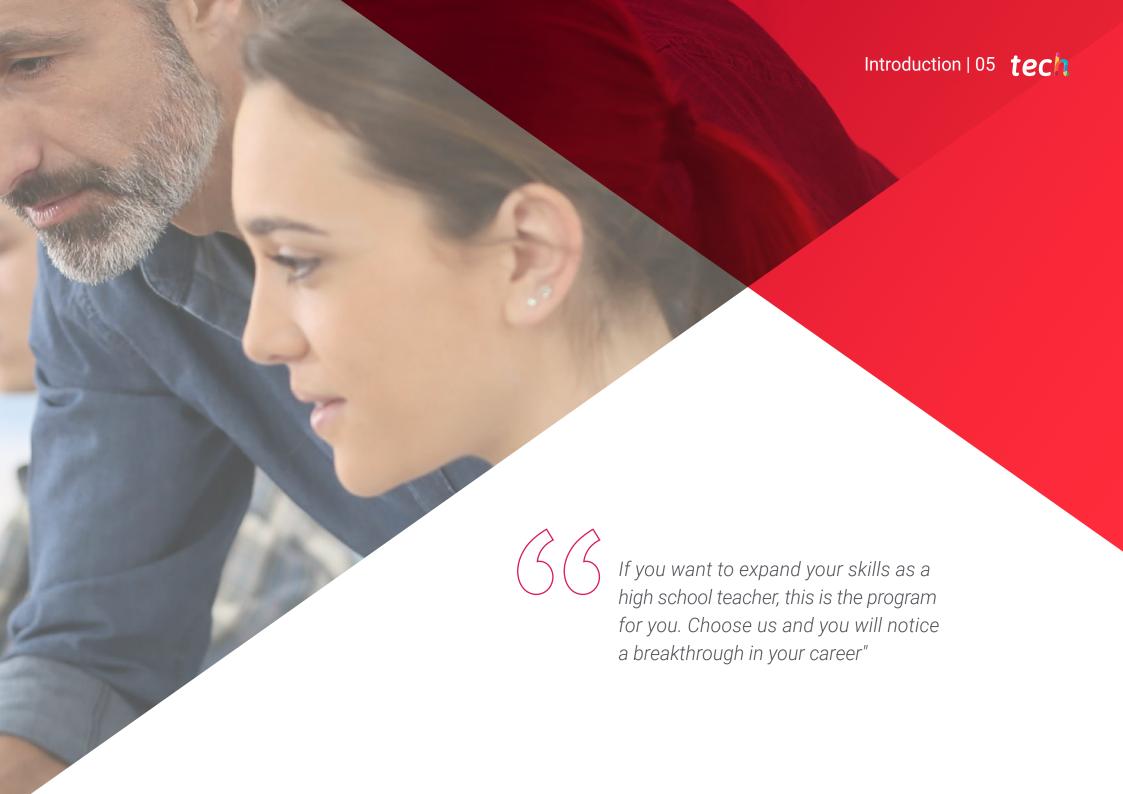
 $We b site: {\color{blue}www.techtitute.com/in/education/postgraduate-certificate/drawing-plastic-arts-syllabus-design}$

Index

> 06 Certificate

> > p. 28





tech 06 | Introduction

The Postgraduate Certificate in Drawing and Plastic Arts Syllabus Design is designed to improve the student's competencies as a future teacher through the most innovative educational technology and in a hybrid learning regime.

This program is distinguished by the fact that its contents can be taken 100% online, adapting to the needs and obligations of the student in an asynchronous and completely self-manageable manner. The student will be able to choose which days, at what time and for how long to dedicate to the course of the contents of the program. Always in tune with the skills and capabilities dedicated to it.

The order and distribution of the subjects and their units is specially designed to allow each student to choose their own schedule and self-manage their time. For this purpose, you will have at your disposal theoretical materials presented through enriched texts, multimedia presentations, exercises and guided practical activities, motivational videos, master classes and case studies, where you will be able to evoke knowledge in an orderly manner and work on decision making that demonstrates your high level education within this field of teaching.

Our teaching methodology, the most innovative on the market today, will allow you to learn in context with the use of the latest educational technology"

The **Postgraduate Certificate in Drawing and Plastic Arts Syllabus Design** contains the most complete and up-to-date educational program on the market. The most important features include:

- Practical cases presented in simulated scenarios by experts in the area of knowledge, where the student will demonstrate in an orderly manner the knowledge learned and demonstrate the skills acquired
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- The latest developments on the educational task of the high school teacher
- Practical exercises where to perform the self-assessment process to improve learning, as well as activities at different levels of competence, according to Miller's model
- Special emphasis on innovative methodologies and teaching research
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an internet connection



The program's teaching staff includes professionals from the field who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the teacher must try to solve the different professional practice situations that arise throughout the educational program. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

This 100% online program will allow you to balance your studies with your professional work while increasing your knowledge in this field.

By studying this intensive program you will increase your performance level and teaching skills.







tech 10 | Objectives



General Objectives

- Introduce students to the world of teaching, from a global perspective in order to prepare them for their future employment
- Know the new tools and technologies applied to teaching
- Show the different options and ways the teacher can work in their post
- Promote the acquisition of communication and knowledge transmission skills and abilities
- Encourage continuing education for students



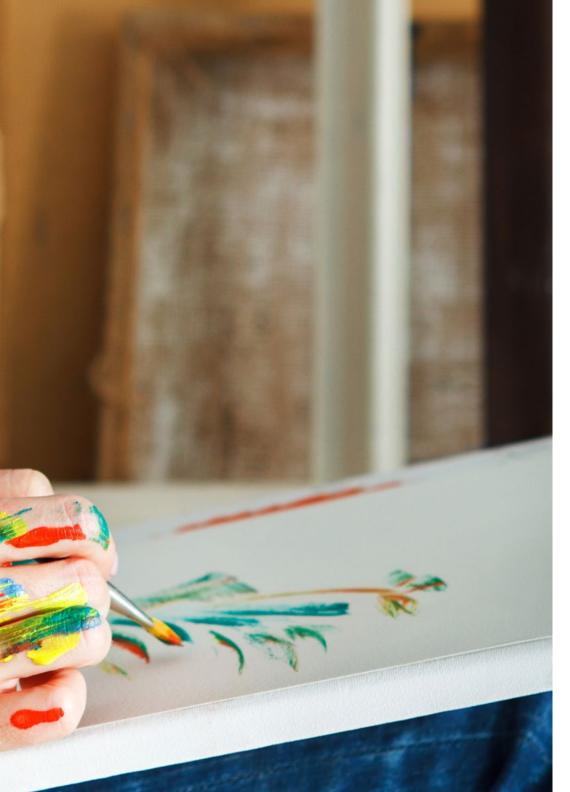
If your goal is to improve in your profession and acquire a qualification that will enable you to compete with the best, then look no further: Welcome to TECH"





Specific Objectives

- Present the Syllabus and its Structure
- Review current national and regional educational legislation
- Know The Spanish Educational System and their levels of Education
- Analyze the Drawing and Plastic Arts Syllabus
- Show the Fundamental Phases in the Design Process of the Didactic Unit
- Know the General Conditions to be Fulfilled by Didactic Units or Work Units
- Identify the Sections that Make Up the Didactic Unit
- Develop the Concept of Key Competencies







tech 14 | Course Management

Management



Dr. Barboyón Combey, Laura

- Teacher of Primary Education and Postgraduate Studies
- Teacher in Postgraduate University Studies of High School Teacher Formation
- Teacher of Primary Education in several schools
- Doctor in Education from the University of Valencia
- Master's Degree in Psychopedagogy from the University of Valencia
- Degree in Primary School Education with a major in English Teaching from the Catholic University of Valencia San Vicente Mártir







tech 18 | Structure and Content

Module 1. Drawing and Plastic Arts Syllabus Design

- 1.1. Syllabus and its Structure
 - 1.1.1. School Syllabus: Concept and Components
 - 1.1.2. Syllabus Design: Concept, Structure and Functioning
 - 1.1.3. Levels of Syllabus Specification
 - 1.1.4. Syllabus Model
 - 1.1.5. Educational Programming as a Working Tool in the Classroom.
- 1.2. Legislation as a Guide to Syllabus Design and Key Competencies
 - 1.2.1. Review of Current National Educational Legislation
 - 1.2.2. What are Competencies?
 - 1.2.3. Types of Skills
 - 1.2.4. Key Competencies
 - 1.2.5. Description and Components of Key Competencies
- 1.3. The Spanish Education System Teaching Levels and Modalities
 - 1.3.1. Education System: Interaction between Society, Education and the School System
 - 1.3.2. The Educational System: Factors and Elements
 - 1.3.3. General Characteristics of the Spanish Educational System
 - 1.3.4. Configuration of the Spanish Educational System
 - 1.3.5. High School Education
 - 1.3.6. Baccalaureate
 - 1.3.7. Artistic Education
 - 1.3.8. Language Teaching
 - 1.3.9. Sports Education
 - 1.3.10. Adult Education
- 1.4. Analysis of the Drawing and Plastic Arts Syllabus
 - 1.4.1. The Artistic Syllabus in Current Legislation and Regulations
 - 1.4.2. Structure of the Curricular Designs of the Subject: Plastic, Visual and Audiovisual Education. Content Blocks
 - 1.4.3. Structure of the Syllabus Designs of the Baccalaureate of Arts. Content Blocks

- 1.5. Didactic Programming I
 - 1.5.1. Context
 - 1.5.2. Objectives and Key Competencies
 - 1.5.3. Content Sequencing
 - 1.5.4. Evaluation Criteria and Learning Results
 - 1.5.5. Learning Standards
 - 1.5.6. Methodology
- 1.6. Didactic Programming II
 - 1.6.1. Introduction to Teaching Resources and Materials
 - 1.6.2. Working Materials and Resources in Art Education
 - 1.6.3. Evaluation: Procedures and Qualification Criteria
 - 1.6.4. Other Sections of the Programming that must Considered: Measures of Attention to Diversity and Syllabus Adaptations TIC and Extracurricular Activities
- .7. The Didactic Unit I
 - 1.7.1. Introduction. Concepts
 - 1.7.2. Fundamental Phases in the Design Process of the Didactic Unit
 - 1.7.3. Sections that Make Up the Didactic Unit
 - 1.7.4. Deepening in the Fundamental Sections
- 1.8. The Didactic Unit II
 - 1.8.1. The Didactic Programming in Vocational Training Cycles
 - 1.8.2. The Didactic Unit (Work Unit) in Vocational Training Cycles
 - 1.8.3. General Conditions to be Fulfilled by Didactic Units or Work Units
 - 1.8.4. Validation of Didactic or Work Units
 - 1.8.5. The Design and Development of Didactic/Work Units as the Axis of Educational Research and Innovation



Structure and Content | 19 tech

- 1.9. Programming Teaching Units
 - 1.9.1. The Didactic Unit in Compulsory High School Education and Baccalaureate: Design in a Competency-Based Approach
 - 1.9.2. Formulating Didactics Objectives
 - 1.9.3. Contents
 - 1.9.4. Formulation of Didactic Objectives
 - 1.9.5. Methodology: Didactics Principles
 - 1.9.6. Activities
 - 1.9.7. The Evaluation Criteria and Assessable Learning Standards
 - 1.9.8. Programming a Unit of Work
- 1.10. Examples of Didactic Unit
 - 1.10.1. Standards Used to Exemplify Didactic Units
 - 1.10.2. Example (Compulsory High School Education)
 - 1.10.3. Example (Baccalaureate)
 - 1.10.4. Identification of the Title for which the Didactic Units are Exemplified
 - 1.10.5. The Didactic Unit in VET
 - 1.10.6. Examples.







tech 22 | Methodology

At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.



Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method"

The effectiveness of the method is justified by four fundamental achievements:

- Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
- 2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
- **3.** Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
- **4.** Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



tech 24 | Methodology

Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.

Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.



Methodology | 25 tech

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.

tech 26 | Methodology

This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Educational Techniques and Procedures on Video

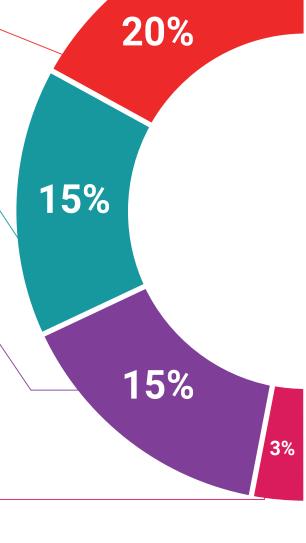
TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".





Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



Effective learning ought to be contextual. Therefore, TECH presents real cases in

Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



Classes

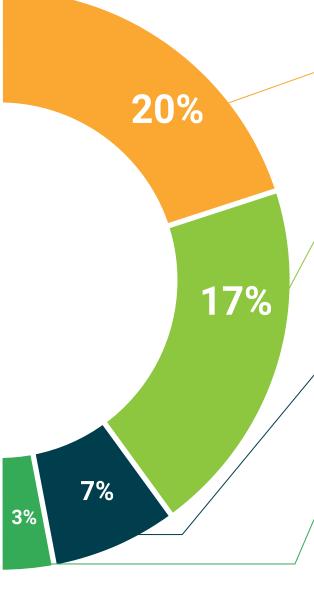
There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.







tech 30 | Diploma

The **Postgraduate Certificate in Drawing and Plastic Arts Syllabus Design** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Certificate in Drawing and Plastic Arts Syllabus Design
Official N° of Hours: 150 h.



^{*}Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

health confidence people information to a guarantee accreation technology technological university

Postgraduate Certificate
Drawing and Plastic Arts
Syllabus Design

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

