

TQF3

TQF3 Course Specification

DTC3304 Computer Programing and Developing Applications for Education Faculty of Education, Suan Sunandha Rajabhat University Semester 2 Academic Year 2024

Section 1 General Information

1. Course Code and Title

Code	DTC3304
In Thai	การเขียนโปรแกรมและพัฒนาแอปพลิเคชันเพื่อการศึกษา
In English	Computer Programing and Developing Applications for Education

2. Number of Credits 3(2-2-5)

Theory	2 hrs./week
Practice	2. hrs./week
Self-Study	5 hrs./week

3. Curriculum and Course Type

3.1 Curriculum	Bachelor of Education (Digital Technology for Education) (Thai)
3.2 Course Type	🗵 Compulsory Course 🗖 Electives

4. Course Coordinator and Lecturer

4.1	Course Responsible Lecturers	Asst.Prof.Dr.Nutthapat Kaewrattanapat
4.2	Lecturers	Asst.Prof.Dr.Nutthapat Kaewrattanapat
		Officer ID: 039154
		Lecturer ID: 203106
		email: nutthapat.ke@ssru.ac.th
		Website: https://elsci.ssru.ac.th/nutthapat_ke/

5. Place of contact Department of Digital Technology for Education, Faculty of Education

6. Semester/year of study

- 6.1 Semester 2 Academic Year 2024
- 6.2 Number of Students Allowed Approximately 60 Students (Third-year Student)

- 6. Pre-requisite nil
- 7. Co-requisites nil

8. Study Site Location

Computer Laboratory 1122 2nd Floor, Faculty of Education, Suan Sunandha Rajabhat University

9. Date of Preparation/Latest Revision of the Course Specifications nil

Section 2 Aims and Objectives

1. Course Goals

Upon completion of this course the student will be able to:

1. Understand about Algorithm and Flow Chart, Python Integrated Development Environment (IDE), Control Flow Programming, Fundamental to Advance in Python Programming Language, Application Design and Development by using Python Programming Language, Black-Box Testing, Assessment and Evaluation.

2. Utilize the Python Programming Language for developing learning and teaching materials by taking a role of a teacher to deliver computational thinking process to students.

2. Objectives of course development/improvement

2.1 Course Objectives

(1) Able to understand about Algorithm and Flow Chart, Python Integrated Development Environment (IDE), Control Flow Programming, Fundamental to Advance in Python Programming Language, Application Design and Development by using Python Programming Language, Black-Box Testing, Assessment and Evaluation.

(2) To enable learners to have computational thinking skills about Decomposition, Abstraction, Pattern recognition, and Algorithm design for application design and development by using Python Programming Language.

(3) To enable learners to seek, design, develop, create, evaluate, and improve applications with Python programming language.

(4) To utilize the Python Programming Language for developing learning and teaching materials by taking a role of a teacher to deliver computational thinking process to students.

2.2 Course-level Learning Outcomes: CLOs

At the end of the course, students who have completed the course can:

(1) CLO1: Able to use computational thinking process in designing and developing at least one application.

- (2) CLO2: Able to write flowcharts to show algorithms for controlling 3 types of programs, consisting of Sequential Control Flow Statement, Decision Control Flow Statement, and Iteration Control Flow Statement.
- (3) CLO3: Able to install integrated development environments (IDE) and tools for use in Python programming language.
- (4) CLO4: Able to create variables and can define the type of variable in Python programming language.
- (5) CLO5: Able to create functions and modules in Python programming language to solve problems as specified.
- (6) CLO6: Able to use Tuples, Lists, Sets and Dictionaries variables to solve the problem as specified.
- (7) CLO7: Able to program in Python programming language with object-oriented (OO) concepts.
- (8) CLO8: Able to present teaching/lesson plan to transfer the computational thinking process to students.

Section 3 Course Description and Implementation

1. Course Description

(Thai) แนวคิด ทฤษฎี ที่เกี่ยวข้องการเขียนโปรแกรมและพัฒนาแอปพลิเคชัน หลักการพัฒนาโปรแกรมคอมพิวเตอร์ คุณสมบัติของโปรแกรมภาษาชนิดต่าง ๆ หลักการเบื้องต้นเกี่ยวกับองค์ประกอบ ลักษณะคำสั่ง การเขียนโปรแกรม ขั้นตอน วิธี การวิเคราะห์ การออกแบบ แอปพลิเคชันเพื่อการศึกษา การประเมินซอฟต์แวร์ สามารถพัฒนาแอปพลิเคชันเพื่อ การศึกษา

(English) Principles theories associated with computer programing and development applications. Computer Programming Principles, computer language, elements of computer language, Syntax, computer programing, algorithms, analysis and design application for education, software evaluation, Candidate teachers able to develop applications for education

2. Number of hours per trimester

3(2-2-5)

Theory	Individual Advice	Practice	Self-study
(hours)	(hours)	(hours)	(hours)
30	according to the needs	30	75
2 Hrs. x 15 Weeks	of specific students	2 Hrs. x 15 Weeks	5 Hrs. x 15 Weeks

3. Number of Hours per Week for Individual Advice

Students can counsel and academic advice for 2 hours per week. It could be an individual or a group depending on the case, which can be consulted from 4 channels^{**} as follows:

- (1) Self-consultation at the lecturer's room: 2nd Floor, Faculty of Education.
- (2) Consult via work phone / mobile phone number: 0860272072

- (3) Consult via electronic mail (E-Mail): nutthapat.ke@ssru.ac.th
- (4) Consult via teleconference (Google Meet, ZOOM)

**By making an appointment via email nutthapat.ke@ssru.ac.th or send messages via chat program (LINE App)

Section 4: Development of the expected learning outcomes

1. Morality, Ethics

ullet1) Morality, ethics, discipline, punctuality, responsibility, public mind, 5 precepts, 4 Brahma

Viharn

O2) Academic ethics, teaching profession and teacher profession, educational technology, and computers. that corresponds to the teaching professional organization both verbally commenting, and actions can be managed and thoughtfully solved with moral and ethical problems Relative teacher professional ethics using discretion in values feelings of others and benefits of society as a whole have virtues that promote sustainable development have moral courage Having understanding of others, understanding the world, having a public mind, making sacrifices, and being a good role model.

2. Knowledge

•1) Have a comprehensive and systematic knowledge of concepts, theories and principles related to education and the teaching profession. and well-versed in knowledge content in educational technology and computers related to the design and development of instructional media and educational technology activities design of educational computer work system and programming Design and development of electronic media for education, teaching philosophy and teaching profession. For teachers of educational technology and computer psychology used to teach educational technology and computers. for learning management at the elementary level and secondary education, design, and development of specific subject curriculum for learning management that relates and links educational technology and computer content in each grade level. Class management for each educational level in educational technology and computers.

●3) Able to think analytically, synthesize, evaluate, and apply knowledge about concepts, theories and principles related to teacher psychology. curriculum development learning management class arrangement Innovation in Information Technology and Communication in Education Measurement and evaluation, research, educational management of educational technology and computers at the primary and

secondary levels and used in curriculum development. Educational innovation design in the subject of educational technology and computers Educational Measurement and Evaluation for Teachers of Educational Technology and Computing Educational research in educational technology and computers education administration and laws related to education to be appropriately and efficiently applied to the practice of teaching professions.

 \bullet 4) Recognize the value of applying relevant educational and professional knowledge to learning management and student development. and can think analytically, synthesize and evaluate knowledge and can be applied in teaching professional practice effectively.

3. Cognitive Skills

O1) Be able to search for facts, understand, think analytically, synthesize, and evaluate information from a variety of sources. To be used in teaching and learning management, solving problems, teaching, and developing students. including the diagnosis of learner research to develop learners and research to expand the body of knowledge

• 2) able to use theoretical knowledge and practical experience Let's analyze the problems caused by complex learning management. to lead to a solution and problem solving and able to think and solve problems in learning management of educational technology and computer subjects that are complex, presenting solutions and leading to creatively solving problems in learning technology of education and computer subjects

 \mathbf{O} 3) Be able to summarize the problems arising from learning management to be used as guidelines for developing creative learning management.

O4) He is an intellectual leader in creative thinking and development of learning management in the subject of educational technology and computers and has a vision to develop instruction in educational technology and computers.

4. Interpersonal Skills and Responsibilities

O1) Emotional maturity by showing appropriate behavior in teacher practice Sensitive to the senses of learners of educational technology and computers. elementary school and secondary with understanding and positive feelings have emotional and social maturity.

2) Have a good relationship with learners by empathizing with learners and taking into account individual differences. Including having interpersonal skills and developing responsible interpersonal relationships. Caring, helpful and conducive to constructively solving group and inter-group problems and achieving objectives.

O3.) Have good leadership and follower in working together with teachers and stakeholders and have good leadership and follower ability to manage leadership Have responsibility for oneself and the public have intergroup relationships and can work with others.

5. Numerical Analysis, Communication and Information Technology Skills

O1) Be able to study, understand, select, and apply relevant statistical or mathematical techniques appropriately.

•2) Able to study, research and suggest ways to solve problems Use information technology to collect information. and use good discretion to process, interpret, and present information on a regular basis and choose to use information about educational technology and computer subjects at the elementary and secondary levels and teachers who are responsible for using information technology well.

O3) Able to communicate effectively in speaking and writing. Able to choose appropriate presentation styles for different groups of people. able to communicate with elementary and secondary learners in the subject of educational technology and computers Effectively, both speaking, writing and presenting in a format suitable for the group of learners.

O4) Have the ability to analyze, summarize concepts and understand information about educational technology and computers. received by elementary and secondary learners quickly, either statistically or mathematically spoken or written language education.

6. Learning Management Skills

O1) proficient in learning management by model Diversified, student-centered approach Able to design and create curriculum in the classroom Planning and designing content and learning management activities class management use media and communication technology and digital technology and assessment to develop learners appropriately and creatively.

O2)Have the ability to apply psychological knowledge to individual learner analysis. to be designed content class administration and organized various activities to help Correct and promote the development of learners according to their interests and aptitudes in a variety of ways according to individual differences. Both normal learners and learners with special needs.

O₃) Organize activities and design learning management for learners to learn from experience. Learn through hands-on practice and working in real-life situations. Promote the development of thinking, work, management, coping with situations Practicing being able to think, to do by integrating work with learning and ethics. Able to apply knowledge to prevent, solve problems and develop with honesty Discipline and responsibility to learners by taking the learners as the most important.

•4) Atmosphere and provide an environment, learning media, sources of science, technology, culture, and wisdom both inside and outside the educational institute for learning. Can coordinate and build

cooperation with parents, guardians and people in all parties in the community. To facilitate and cooperate to develop learners to be well-rounded. have wisdom and continual pursuit of knowledge to their full potential.

O5) Bring 21 st century skills and technology to use in learning management to develop students and develop themselves, such as learning skills. knowledge skills and life skills Collaborative skills and live according to the philosophy of sufficiency economy

<u>note</u>

The symbol lacksquare means primary responsibility.

The symbol ${\sf O}$ means secondary responsibility.

Blank means not responsible.

This will appear on the map showing the distribution of responsibility, standard learning outcomes from curriculum mapping.

Section 5 Lesson Plan and Evaluation

1. Lesson Plan

Lecturer: Asst.Prof.Dr.Nutthapat Kaewrattanapat

3(2-2-5): Theory 2 hrs./week, Practice 2 hrs./week, Self-Study 5 hrs./week

Teaching activities each week consist of mini-lectures interspersed with activities.

Teaching		Number	Methods: Teaching Media		
Devied	Topics/Details	of	Hybrid		On Demand
Penoa		hours	On-Site	Online	Un-Demand
1	Interacting with Python	2-2	Activities		
	and Basic Functions:		1. Pre-test with Google	⁼ orm (Quiz)	
	- Installing and Using		2. Students also analyze	e the programming	
	Python		structure and flowchart	with ClassPoint (Slide	
	- The Interactive		Drawing)		
	Environment		3. Access to Google Col	ab for Python	
	(Integrated		programming.		
	Development		(https://colab.research.g	oogle.com/)	
	Environment: IDE)		4. Program Python com	mands in a step-by-	
	- Basic Interactions		step order and observe	the results.	
	- Edit and Run		(https://colab.research.g	oogle.com/)	
	- Sequential control		Assessment and Evalu	ation	
	flow statement		1. Observe the response	es and class	
			participation.		
			2. Assignment 1: Introdu	iction to Python	
			Programming Language	(Google Classroom	
			Assignment)		

Tarahina		Number	Methods: Teaching Media		
Pariod	Topics/Details	of	Hyl	orid	On Demand
Penod		hours	On-Site	Online	- On-Demand
2	Data Types and	2-2	Activities		
	Variables:		1. Pre-test with Google	Form (Quiz)	
	- Variables		2. Students work togeth	ner to answer missing	
	- Data Types		command questions, su	uch as missing	
	- Mathematical		mathematical expression	ons and results by using	
	Expressions		ClassPoint (Multiple Ch	pice)	
	- Operands and Order		3. Program Python com	mands in a step-by-	
	of Operations (PEMDAS)		step order and observe	the results.	
			(https://colab.research.	google.com/)	
			Assessment and Evalu	ation	
			1. Observe the respons	es and class	
			participation.		
			2. Assignment 2: Order	of Operation (Google	
			Classroom Assignment)		
3	Control Flow	2-2	Activities		
	Statement:		1. Pre-test with Google	Form (Quiz)	
	- Grouping and		2. Learners work together to answer questions		
	Indentation		about missing terms and results by using		
	- Decision Statement/		ClassPoint (Multiple Choice, Short Answer และ		
	Condition Statement		Slide Drawing)		
	- if, if-else, if-elif-else,		3. Program Python com	mands in a step-by-	
	short hand ifelse, And		step order and observe	the results.	
	logic, Or logic, Nested		(https://colab.research.	google.com/)	
	if, the pass statement		Assessment and Evalu	ation	
			1. Observe the respons	es and class	
			participation.		
			2. Assignment 3: Condit	ion Statement (Google	
			Classroom Assignment)		
4	Control Flow	2-2	Activities		
	Statement:		1. Pre-test with Google	Form (Quiz)	
	- Iteration Statement/		2. Learners work togeth	er to answer questions	
	Looping Statement		about missing terms and results in Iteration		
	- For Loops, While		control flow statement by using ClassPoint		
	Loops, Iterator		(Multiple Choice, Short Answer และ Slide		
	- Break and Continue		Drawing)		
			3. Program Python com	mands in a step-by-	
			step order and observe	the results.	
			(https://colab.research.	google.com/)	
			Assessment and Evalu	ation	

T 1.1		Number	Methods: Teaching Media		
Teaching	Topics/Details	of	Hyb	orid	
Period		hours	On-Site	Online	On-Demand
			1. Observe the response	es and class	
			participation.		
			2. Assignment 4: Iteratio	on Statement (Google	
			Classroom Assignment)		
5	Container Data Types:	2-2	Activities		
	- Tuples		1. Pre-test with Google	Form (Quiz)	
	- Lists		2. Learners work togeth	er to answer questions	
	- Sets		about missing terms and	d results in container	
	- Dictionaries		data types by using Cla	ssPoint (Multiple	
			Choice, Short Answer แ	ละ Slide Drawing)	
			3. Program Python com	mands in a step-by-	
			step order and observe	the results.	
			(https://colab.research.	google.com/)	
			Assessment and Evalu	ation	
			1. Observe the response	es and class	
			participation.		
			2. Assignment 5: Contai	ner Data Types (Google	
			Classroom Assignment)	1	
6	Subroutines and	2-2		Students can choose	Activities
	Modules:			to consult in the	1. Pre-test with Google Form (Quiz)
	- Simple Functions			classroom or consult	2. Interacting with the learning
	- Functions That Return			via teleconference	materials assigned
	Values			system (Google	3. Program Python commands in a
	- Functions That Take			Meet).	step-by-step order and observe the
	Arguments				results.
	- Recursive and				(https://colab.research.google.com/)
	Lambda Functions				Assessment and Evaluation
	- Modules				1. Assignment 6: Create and use
	- Writing Your Own				functions (Google Classroom
	Modules				Assignment)
	- Docstrings and				
	Modules				
7	Text Manipulation:	2-2		Students can choose	Activities
	- string Manipulation Is			to consult in the	1. Pre-test with Google Form (Quiz)
	Costly			classroom or consult	2. Interacting with the learning
	- Manipulating Text			via teleconference	materials assigned
	Regular Expressions:			system (Google	3. Program Python commands in a
	- Matching			Meet).	step-by-step order and observe the
	- Patterns				

To all		Number	Methods: Teaching Media		
Pariod	Topics/Details	of	Hyb	orid	On Demand
Penou		hours	On-Site	Online	On-Demand
	- Backreferences				results. (https://colab.research.google.com/) Assessment and Evaluation 1. Assignment 7: Text Manipulation (Google Classroom Assignment)
8	Midterm Examination	4	Students can choose to classroom or take the e teleconference (Google exam via Google Form	o take the exam in the exam through the Meet) by taking the (Quiz).	
9	Object-Oriented Programming	2-2	Activities 1. Pre-test with Google 2. Learners work togeth about missing terms an using ClassPoint (Multip Answer และ Slide Drawi 3. Program Python com step order and observe (https://colab.research Assessment and Evalu 1. Observe the response participation. 2. Assignment 8: OOP (G Assignment)	Form (Quiz) er to answer questions d results in OOP by le Choice, Short ng) mands in a step-by- the results. google.com/) ation es and class	
10	Python Library in Scientific Area	2-2		Students can choose to consult in the classroom or consult via teleconference system (Google Meet).	Activities 1. Pre-test with Google Form (Quiz) 2. Interacting with the learning materials assigned 3. Program Python commands in a step-by-step order and observe the results. (https://colab.research.google.com/) Assessment and Evaluation 1. Assignment 9: Using Python Library in Scientific Area (Google Classroom Assignment)
11	GUIs: - The General Logic - Some Simple Examples	2-2		Students can choose to consult in the classroom or consult via teleconference	Activities 1. Pre-test with Google Form (Quiz) 2. Interacting with the learning materials assigned

Tasahina		Number	Methods: Teaching Media			
Deried	Topics/Details	of	Hyl	orid	Or Demond	
Penod		hours	On-Site	Online	- On-Demand	
	- Widget Options			system (Google	3. Program Python commands in a	
	- Packing Options			Meet).	step-by-step order and observe the	
	- Tkinter and Desktop				results.	
	Application				(<u>https://colab.research.google.com/</u>)	
					Assessment and Evaluation	
					1. Assignment 10: Create GUI with	
					Tkinter (Google Classroom	
					Assignment)	
12	System Development	2-2		Students can choose	Activities	
	Life Cycle			to consult in the	1. Pre-test with Google Form (Quiz)	
	- System Analysis			classroom or consult	2. Interacting with the learning	
	- System Design			via teleconference	materials assigned	
	- System			system (Google	3. Program Python commands in a	
	Implementation			Meet).	step-by-step order and observe the	
	- System Testing				results.	
	- System Maintenance				(https://colab.research.google.com/)	
					Assessment and Evaluation	
					1. Assignment 11: Students report	
					system design and development	
					plans. (Google Classroom	
					Assignment)	
13	Project 1	4	Activities			
			Students can choose to	o consult in the		
			classroom or consult vi	a teleconference		
			(Google Meet)			
14	Project 1 Presentation	4	Activities			
			Students can choose to	present in the		
			classroom or present vi	a teleconference		
			(Google Meet)			
			Assessment and Evalu	lation		
			Project Evaluation Crite	ria by using Rubric		
			Scores with Google Cla	ssroom (Assignment)		
15	Project 2	4	Activities			
			Students can choose to	o consult in the		
			classroom or consult vi	a teleconference		
			(Google Meet)			
16	Project 2 Presentation	4	Activities			

Teaching		Number		Methods: Teachin	ng Media
Period	Topics/Details	of hours	Hybrid		Or Demond
renou			On-Site	Online	On-Demand
			Students can choose to	present in the	
			classroom or present via	a teleconference	
			(Google Meet)		
			Assessment and Evaluation		
			Project Evaluation Criteria by using Rubric		
			Scores with Google Classroom (Assignment)		
17	Final Examination	4	Students can choose to take the exam in the		
			classroom or take the exam through the		
			teleconference (Google	Meet) by taking the	
			exam via Google Form (Quiz).	

2. Learning Evaluation Plan

Activition	Evoluato	Wook	The proportion of
Activities	Evaluate	VVEEK	Evaluate
1.1	Observe and inspect from class attendance,	Throughout the	40%
	deliver work on time, group cooperation.	semester	
		study	
2.1	Midterm Examination	8	20%
	Final Examination	17	20%
3.1	Individual Project 1	Throughout the	20%
		semester	
		study	
4.1	Individual Project 2	Throughout the	20%
		semester	
		study	

Section 6 Teaching Resources

1. Required Texts

1) Lee Vaughan. (2023). Python Tools for Scientists. Publisher William Poolock,

ISBN: 978-1-7185-0267-3

2) Michael Hammond. (2020). Python for Linguists. Cambridge University Press, United Kingdom.

ISBN 978-1-108-73707-4

- 2) https://www.w3schools.com/python
- 4) https://pythontutor.com/python-debugger.html#mode=edit
- 5) https://www.py4e.com/book

2. Suggested Materials

3. Other Resources (if any)

- 1) https://elsci.ssru.ac.th/nutthapat_ke/course/view.php?id=23
- 2) <u>https://colab.research.google.com/</u>
- 3) https://www.python.org/

Section 7 Assessment and Improvement of Course Operations

1. Strategies for Evaluation of Course Effectiveness by Students

- Student teacher assessment forms are assessed via the Internet under the supervision of the Service Center. University education
- Ask questions and observe student interactions during instruction.

2. Teaching Evaluation

- Exam results/Learning
- The result of the student's creative work

3. Teaching improvements.

• Review and improve teaching methods Considering the learning outcomes in each unit of study.

4. Verification of student achievement standards in the course.

- The process used to verify student achievement standards according to the course learning outcome standards are as follows:
- Verify the end-of-semester exam scores against the specified learning objectives.
- Review the results of student creativity in relation to the specified learning objectives.

5. Implementation of review and planning to improve course effectiveness.

- Based on the evaluation and verification of course achievement and effectiveness Provide a teaching improvement plan and subject details. In order to increase the quality is
- Update courses every 4 years or according to suggestions.

Curriculum Mapping Primary Responsibilities Secondary Responsibilities

Course		Graduate attributes																						
		1Moral and ethics				2. Knowledge				3. Cognitive Skills			4. Interperson al Skills and Responsibili ties			5. Numerical Analysis, Communica tion and Information Technology Skills			м	6. Learning Management Skills				
		1	2	3	4	1	2	3	4	5	1	2	3	1	2	3	1	2	3	1	2	3	4	5
DTC3304	Computer Programing and Developing Applications for Education	0	•	0	0	•	•	0	0	0	•	0	0	0	•	0	•	•	0	•	•	0	•	0

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DTC3304 Computer Programing and Developing Applications for Education, Asst.Prof.Dr.Nutthapat Kaewrattanapat

Faculty of Education, Suan Sunandha Rajabhat University