

PRACTICE LA1 & LA3 (3 credits)			THEORY (1.5 credits) & PR. LA2		
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Consulting hours:	Wednesdays	13:00-15:00	Hours:	Tuesdays	10:30-13:00
	Thursdays	13:00-15:00		Fridays	10:30-12:00
	Fridays	16:30-18:30		Fridays	15:00-17:00

AIMS AND OBJECTIVES

This course is designed for learners who need to understand and use the English of computing for study and work. It aims to involve these learners on activities which provide them with more opportunities to develop their language skills and to acquire a knowledge of computers in English:

- Reading texts from authentic sources: specialist magazines, computer programs, etc.
- Language work concentrating on vocabulary acquisition and grammatical constructions which are typical of technical English: passive forms, imperatives, discourse markers, etc.
- Listening activities to understand conversations about aspects of computing.
- Speaking tasks to develop oral skills through role-plays, problem-solving activities, etc.
- Writing activities related to computer science topics and the labour market: CV, formal letters, academic research articles, etc.
- Reading and analysing the structure, parts and style of academic research articles.

MATERIALS

PRACTICE: Fernández Guerra, A. 2004. *English for Computer Science. Practice. Students' dossier.*

THEORY: Bellés Fortuño, B. 2004. *Dossier on Academic Writing.*

[These two dossiers will be available in the photocopying room.]

ASSESSMENT

The mark for this module will be derived from:

PR.	⇒ Coursework (<i>practice</i>): regular assignments and participation in class.	1.5 marks
	⇒ Oral exam (<i>practice</i>): short oral presentation in pairs.	1.5 marks
	⇒ Written exam (<i>practice</i>): reading, writing and vocabulary activities.	3 marks
TE.	⇒ Coursework (<i>theory</i>): 1 assignment and participation in class.	1 mark
	⇒ Final project (<i>theory</i>): designing a web page in English.	1 mark
	⇒ Written exam (<i>theory</i>): content questions and activities.	2 marks