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E – learning in the Computer Science: Some Computer and Methodology Techniques

Abstract

E-learning is becoming a more and more common and popular form of learning in Poland and all over the world. Nowadays there are available different commercial as well as free platforms of distance learning for example: MOODLE, Claroline, Atutor, Dokeos and others. This fact, of course, has got a positive influence upon the availability and the relatively high speed of spreading of this form of learning. Unfortunately, the methodological aspects of distance learning of different subjects are not fully examined or analysed. In the following article one can find an attempt at answering some questions connected with the methods, technological and computer aspects of teaching computer science.

Key words: *computer science, model, e-learning, the matter, the spider scheme, MOODLE, UML (Unified Modeling Language)*

1. Methodological aspects of teaching computer science.

In a group of the basic subjects of the natural-mathematics science interest one can distinguish the computer science and maths.The course of the computer science should be considered as an element of an educative school system, in which the aims, context of teaching and the structure of the course are determined, first of all, by the general constracting and functioning rules of this system.

The most important features which describe the computer science as a subject are: systematic character, module structure, and spiral methods of learning. The practical experience of distance e-learning of the computer science and mathemat-