無相	 計工業高等:	 専門学校	 開講年度 令和04年度 (2	の22年度)	授業科目								
		寸 1 1 丁		.044十/又 /	JX * /17D	ᆙᄉᄪ							
<u> </u>	に目刊	0088		科目区分	専門/選択	9							
<u>村日留与</u> 授業形態		授業		単位の種別と単位数	,								
我亲心思 開設学科		電子制御		対象学年	2位数 子修单位: 2 5								
開設期		後期		週時間数	2								
<u> </u>	· *** *** *** *** *** *** *** *** *** *	1507.73	laterials	短时间数									
担当教員	(1)/1	才 Printed Materials 大内 真一郎											
<u></u>	<u> </u>	7 (1 3 2)											
1 Stude 2 Stude 3 Stude 4 Excel	ents can ex ents can ex ents can ea llent comm	plain things	selves with 100 words per minute related to computers in English w bout Information Technology in a f bilities.	ell. oreign language.									
ルーブリ	ノツク		四担仇人到去! 3.1. 6.0 点	4.5.4.4.5.4.1.4.1.4.1.4.1.4.1.4.1.4.1.4.									
			理想的な到達レベルの目安	標準的な到達レベルの目安		未到達レベルの目安							
評価項目1			Students can express themselves with 100 words per minute.	Students can express themselves with 70 words per minute.		Students can express themselves with 30 words per minute.							
評価項目2			Students can explain things related to computers in English well.	Students can explain things related to computers in English well enough.		Students cannot explain things related to computers in English well.							
評価項目3			Students can easily learn about Information Technology in a foreign language.	Students can som about Information in a foreign langu	n Technology	Students cannot easily learn about Information Technology in a foreign language.							
評価項目4			Excellent communicative abilities.	Fair communicativ	ve abilities.	Poor communicative abilities.							
学科の到達目標項目との関係			·	I		1							
	到建日保收 育到達度目標		NR.										
教育方法		₹ (᠘)											
<u> </u>	以	I Cauras	Objectives										
#### Students			Objectives] learn technical terms in English related to Electrical and Computer Engineering, by reading texts on r language, so that they will be able to express their specialized knowledge in fluent English.										
授業の進め方・方法		【学習方》 To every should re actively t	参考書: Charles Petzold「Code」(Microsoft Press) [学習方法】 To every class, students must bring the dictionary and the materials handed out in previous classes. They should read the text as closely as possible before the lesson and review afterwards as well. Learners should actively think about how they can describe the content of their NIT, Maizuru College studies in English. Current events and IT issues in the news should also be studied.										
注意点		Mid-term 【成績の記 Evaluatio End-of-so as assign 【教員の記 大内真室 内衆電話 E-mail:	【定期試験の実施方法】 Mid-term and End-term exams will be given respectively in Mid-term and End-term exam periods. (50 mins) 【成績の評価方法・評価基準】 Evaluation will be based on the goals above. The learners will likely be evaluated based on Mid-term and End-of-semester test, assignment and presentations. Two tests will be worth 60%, and class activities such as assignments and presentation 40%. 【教員の連絡先】 大内真一郎 研究室 A棟3階(A-301) 内線電話 8906 E-mail: s.ouchi アットマーク maizuru-ct.ac.jp(アットマークは@に変えること。)										
授業の原	属性・履修	上の区分											
□ アクテ	ニィブラーニ	ング	□ ICT 利用	□ 遠隔授業対応		□ 実務経験のある教員による授業							
授業計画	<u> </u>												
		週	授業内容	週	ごとの到達目標								
	3rdQ	1週	Preface	1	, 2, 3, 4								
		2週 (Code and Combination		, 2, 3, 4								
		3週	Braille and Binary Codes	1	, 2, 3, 4								
		4週	Anatomy of a Flashlight	1	, 2, 3, 4								
		5週	Cooing Around Corners	1	, 2, 3, 4								
公 里	StaQ	5週	Seeing Around Corners		<i>,</i>								
後期	StaQ		Telegraphs and Relays		, 2, 3, 4								
後期	SrdQ	6週		1									
後期	31aQ	6週 7週	Telegraphs and Relays	1	, 2, 3, 4								
後期	3rdQ 4thQ	6週 7週 8週	Telegraphs and Relays Review	1	, 2, 3, 4								

		11週	Gates (Not Bill)			1, 2, 3, 4						
		12週 A Binary Adding Machine				1, 2, 3, 4						
		13週	But What About Subtraction?			1, 2, 3, 4						
		14週	Feedbacks and F	lipflops	1, 2, 3, 4							
		15週	Final Review		1, 2, 3, 4							
		16週	(End-term exam Exam return wit	5th session) iew								
モデルコアカリキュラムの学習内容と到達目標												
分類	分類 分野		学習内容	学習内容の到達目標				到達レベル 授業週				
評価割合												
		試験	発表	相互評価	態度	ポートフォリオ	その他		合計			
総合評価割合		60	0	0	0	40	0	100				
基礎的能力		0	0	0	0	0	0	0				
専門的能力		60	0	0	0	40	0	100				
分野横断的能力		0	0	0	0	0	0	0				