

PASSPORT OF THE EDUCATIONAL PROGRAM

6B01416 – Art education, graphics and design

EDUCATIONAL PROGRAM GOAL	Training of a professional teacher capable of implementing formal and non-formal art education aimed at mastering the forms and practices of creative self-expression, national identity and cultural diversity.
PROFESSIONAL AREA	Formal and non-formal art education and upbringing, as well as scientific activities, state regulation related to art education.

LEARNING OUTCOMES (LO)

LO1 — Classifies modern processes of historical and political nature, introducing into art education the priorities of the policy of forming a new historical consciousness of Kazakhstanis.

LO2 – Adapts philosophical, sociological, political, cultural and psychological aspects of modern science, as well as techniques of effective intercultural communication, using the potential of culture and art.

LO3 – Uses practical knowledge to effectively organize the work of leaders in the youth environment, including creative associations and unions.

LO4 – Presents and argues his own opinion on the problems and prospects of the development of art education in the state, russian and foreign languages.

LO5 — Simulates the educational process based on technical achievements with the use of the latest hardware and software tools and the capabilities of various information resources.

LO6 – Uses material on the basics of economics and business, entrepreneurship and leadership, life safety and healthy lifestyle, ecology and sustainable development, legal and anti-corruption culture in order to improve art education.
 LO7 – It classifies the main milestones of the formation and development of Russian art and artistic culture from antiquity

to the present, including the tangible and intangible heritage of UNESCO. **LO8** – Understands and constructs the pedagogical process of formal and non-formal art education based on thepsychology and physiology of the development of schoolchildren.

LO9 – Builds the pedagogical process within the framework of art education on the basis of management, technology for measuring student achievement, modern methods of teaching art disciplines and digital culture, including in the context of inclusive education.

LO10 – Models and creates creative work in the field of drawing and painting, decorative and applied art (by type), flat and three-dimensional sculpture, ceramics, design, modern forms of art, based on coloristics and color studies, including using interactive graphics and audio-visual components of media art.

LO11 – Studies and selects the necessary educational material in the following sections: home culture and food culture, types of robotic and mechatronic systems (boys), sewing technologies (girls) for the high-quality implementation of art work lessons.

LO12 – Models and creates drawings, product diagrams, and other graphic designs, including fonts, by hand and by machine.