

## Scope of competences

Firstly, you have to be aware of the specific competence (in this case of the 1st unit). It's about analyzing the disciplinary evolution of software engineering, as well as the professional's traits related to the career according to its theoretical framework and curricular models.

Once the competence is clarified, you have to have in mind the information given about the topics, trying to remember every single detail will provoke an information overload and therefore, the learning and reach of the competence will be affected. Thus, organizing the given information into key points and dividing them into subtopics and extra details, is the optimal strategy. Subsequently, you have to rethink your concept about the profession related to software engineering, which will help to clear every "blurry" detail and to avoid the myths of the profession, supported by the information given, of course.

The competence of the unit can be compared with an "introduction" to prepare for the rest of the content, which is ideal to start. Focusing on the principles, curricular guides, motivations, and needs of software engineering can help to clarify any doubts.

Even if the learning is good enough to have a solid base for the first step, and the talks help to understand key points, it can be improved by making the classes more dynamic and interactive, activities such as the tower of Post-its is a good start for that approach.