COURSE NUMBER: EDT 6010

COURSE TITLE: Instructional Applications of Technology

Faculty Contact:

Course Description

The design, development, and evaluation of digital learning experiences for the purpose of facilitating digital-age learning and conducting assessment for learning are the main foci. Using online software applications and digital media production tools, candidates will design and develop authentic learning experiences and interactive instruction that promote innovative thinking, creativity, and self-assessment. Topics include instructional design, visual literacy, computer-based instruction, and assessment/evaluation for individualized and collaborative learning environments. Participating with global professional learning communities is a required component. Discussion forum topics focus on ways to enhance and enrich professional practice by participating in shared decision-making and community building of curricula. *Prerequisites: EDT 6000/6005*

Minimum Time Requirements (in clock hours):

Teacher Led Instruction	SEA	Fieldwork/Clinical	Lab	External Learning
35	5			70

College Education Program Attributes
The manner in which we prepare educators is informed by eight essential attributes:

1. ensuring that programs are knowledge-based;
2. viewing educators as learners, including a focus on deconstructing past experiences as learners in coursework and field experiences and developing appropriate knowledge of the content and discourse of the disciplines to be taught;
3. contextual and cultural sensitivity;
4. facilitating inquiry and reflection, i.e., providing structured opportunities for critical reflection on and taking action in one's daily work;
5. enabling authentic participation, collegiality and collaboration;
6. building an ongoing developmental program that allows for continuous improvement, experimentation, and professional growth;
7. ensuring that programs are standards-driven; and
8. ensuring that programs promote the effective use of technology.

Program Theory/Foundation

Teachers have to combine integrated technology into their discipline knowledge with pedagogical knowledge to prepare students for career and college-readiness. Educational

technology includes using physical hardware, software, and educational theories to facilitate learning. Effective teachers model and apply a set of standards to guide their design, implement, and assess learning experiences to engage students and improve learning; enrich professional practice; and provide positive models for students, colleagues, and the community.

1. Portfolio of Quality Educational Web Resources
   a. Portfolio Artifact: 50 annotated and tagged Web Resources on Diigo
      i. Mandatory tags of

What characteristics, elements, or features of the instructional media make it an example that represents your knowledge and skills, or what did you learn about yourself through the process of planning and producing the instructional media.

3. **Reflection**: Reflections are used to reinforce what has been learned through readings, discussions, and activities presented in class. Observations and feelings are an essential component of a reflection. They are personal reactions and thoughts directly related to the product and the process leading up to the product. Write in a clear, concise, and cogent manner. Reflections should be 150-200 words in length.

Learning/Performance Outcomes

A. **Design and Develop Digital-Age Learning Experiences and Assessments (To be measured primarily measured in EDT 6010)**
Teachers/Educators design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in

Appendix A.
PROGRAM COMPETENCY 2. RUBRIC Design and Develop Digital-Age Learning Experiences

to promote learning and creativity	technology tools to research and collect information online, and to create a digital product.	technology tools to research and collect information online and to create a digital product.	and collect information online and to create a report, presentation, or other product.	developing research questions about real-world issues or problems, proposing and evaluating multiple creative solutions, and presenting a report to an audience, either face-to-face or virtually, for feedback.	select a specific problem to investigate, create research questions, select and employ strategies, and determine best solutions. Students/Colleagues use technology tools to present their results and share information for application in a real-world setting.

2.2 Candidates develop technology-rich learning environments that enable all individuals to pursue their

				technology standards.	

Rubric for Portfolio
A rubric for scoring the portfolio entries

Portfolio Elements	Emerging	Beginning	Developing	Proficient	Transformative
The Narrative	Description is poorly written Explanation. Analysis shows a lack				

| Citations are needed. | professional development process. | The reflection reveals a positive disposition towards teaching. | The reflection component reveals the |
| | Citations are included. | References are cited accurately in APA format. | |

Appendix B

Core Subjects and 21st Century Themes

- o Establishing and monitoring personal and family health goals
- o Understanding national and international public health and safety issues

2. Learning and Innovation Skills: Creativity and Innovation , Critical Thinking and Problem Solving, and Communication and Collaboration
3. Information, Media, and