ED 570 Syllabus

Course: ED 570 Instructional Techniques in Computers in Education

Instructor: Sharon Teabo, steabo@su.edu
107 Shingleton, 540-545-728

Attendance: Multiple absences will result in a letter grade cut. Students are expected to contribute to activities/class discussions and to be polite and courteous at all times. Not permitted: food, drink, children, cell phones, beepers, etc.

Course Purpose: To enhance knowledge of instructional techniques through pedagogy, software, digital media, and activities that integrate hardware/software into a learning environment.

Overview: Techniques of teaching computer programming languages, computer literacy and/or advanced computer topics. The utilization of the computer in the classroom and laboratory is covered. Current and future trends in the use of the computer in education are also examined. Students will develop and teach an interactive lesson from a current application software packages (dependent on availability) and include successes/ failures of the integration of the lesson into the classroom as part of their final presentation.

Goals:
1. develop technology literacy
2. utilize computer mediated communications
3. integrate appropriate technologies
4. support copyright and fair use laws
5. explain underlying theories

Topics: Topics will be discussed on the first day of class. The students will compile a list of topic to be addressed during the term that will assist the student in developing and integrating the final project. (Based on Morrison's alternative assessment model: *Integrating Computer Technology Into the Classroom*.)
Students will be involved in

- setting goals and criteria for assessment
- actively involved in the learning process
- will develop an interactive lesson that is meaningful and a contextualized real-world application
- apply appropriate pedagogy and assessment models

General discussion topics for theory and hands-on tasks:

- PowerPoint
  - basic
  - looping PPT
  - interactive quizzes

- ❍ motion line & objects
- ❍ editing graphics
- ❍ editing slide master
- Word documents and/or Adobe Acrobat
  - ❍ Creating interactive document
  - ❍ Integrating interactive documents
- Interactivity
  - ❍ Theories
    - ■ Bloom – higher order thinking
    - ■ Tomei – technology integration
    - ■ Harris – collaborative projects
    - ■ Margaret Riel – Instructional design
  - ❍ Assessment models
    - ■ ADDIE
    - ■ ASSURE
    - ■ ARCS
    - ■ Dick & Carey
  - ❍ Lesson plans
    - ■ Teacher use
  - ❍ Integration of interactive component
    - ■ Assessment
    - ■ Presentation
    - ■ Redesign issues based on specific models and assessment
  - ❍ Software (dependent on availability)
    - ■ Microsoft Office: Word, PowerPoint, Excel
    - ■ Flash
    - ■ Adobe Acrobat
    - ■ Media (audio files and/or streaming media)
    - ■ WWW resources

Final Project: The final project will include the following components prepared for f2f class or web-based delivery:

- introduction to lesson (target audience, subject, etc.)
- Pedagogy (appropriate theories for delivery)
- digital media applications (clip art, clip audio, clip video)
- extensions
- assessment
  - ❍ model(s)
  - ❍ (re)Design & delivery issues
- supporting materials

All components should be word-processed and include any supporting materials such as worksheets, study guides, or presentation outlines. Work may be submitted on a thumb drive or on a CD. A paper copy is also required.

Each student will present her/his project on the last day of class. The format of the presentation will be discussed in class. Students should prepare for the presentation as if s/he is presenting at a conference specific to the topic.

Required texts: Selected Readings and Responses: Assigned.

Evaluation:	• Daily discussions and written assignments based on assigned readings/ Attendance	40%
	• Application and support of theories	10%
	• Working beyond basic expectations and assignment parameters	10%
	• Final (class presentation, demonstration, and hardcopy)	40%

Academic Dishonesty: Academic dishonesty in any form, including plagiarism and giving or receiving unauthorized assistance in academic work, is prohibited. All students at Shenandoah University are responsible for upholding the Honor Code. The Honor Code is a system of conduct that reflects the core principles and values that the University has established regarding individual responsibility and matters involving honorable conduct. Violations of the Honor Code include the following general areas: cheating, plagiarism, falsification, tampering with records, forgery, and withholding information. It is every student's responsibility to report any violations that he or she observes to the professor or the Honor Court. Please see the Student Handbook for more specific information.

Disability: If you need course adaptations or accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please notify me within the first two weeks of the semester by making an appointment with me as soon as possible. In addition, if you need classroom accommodations, please contact the Coordinator of 504/ADA Services.

Note: Late assignments will not be accepted.

Blackboard: The class will use a Blackboard course site provided by SU. All assignments, announcements, and updates will be posted to the course site.

Incomplete Grades: A grade of "I" is only an option under extreme circumstances, and only possible if the student has completed at least half of the semester's work and has a medical excuse. Should a problem arise, contact the instructor immediately.