TAFTCOLLEGE

Education Technology (EDTC) 1500 Introduction to Educational Technology (3 Units) CSU

Prerequisite: N/A

Advisory: Eligibility for English 1500 or 1501 strongly recommended

Prerequisite knowledge and skills: Before entering the course, the student should be able to:
1. Use basic computer skills
2. Function in a hybrid face-to-face/online learning environment
3. Navigate the internet

Hours and Unit Calculations:
48 hours lecture. 96 Outside-of-class Hours (144 Total Student Learning Hours) 3 Units

Catalog Description: This course is an introduction to using educational technologies to support the learning experience. Topics include learning theories, technological concepts, use of technologies as a communication tool, instructional design, and adaptive technology for use by people with disabilities. The course also covers digital ethics related to pedagogical issues raised using of educational technologies.

Type of Class/Course: Degree Credit

Texts: Roblyer, M. D., and Joan E. Hughes. *Integrating Educational Technology into Teaching: Transforming Learning across Disciplines.* Pearson, 2018.

Additional Required Materials: Reliable Internet access

Course Objectives:

By the end of the course, a successful student will be able to:
1. Select appropriate technology to facilitate the teaching and learning process,
2. Compare and contrast learning theories surrounding technology in the classroom,
3. Demonstrate knowledge and understanding of the legal and ethical issues related to the use of technology, including copyright, privacy, security, safety, and acceptable use,
4. Evaluate and select a wide array of technologies for relevance, effectiveness, and alignment with state-adopted academic content,
5. Gain knowledge that advances student learning, creativity, and innovation in both face-to-face and virtual environments, and
6. Design a lesson that uses technology to support and enhance learning based on educational research and theory.

Course Scope and Content:

Unit I   Technology Integration and Leadership in Education

      A. Educational Technology: Past, Present, and Future
      B. Emerging Trends in Educational Technology
          i.   Learning theories surrounding technology
      C. Planning and Organizing Instructional Software
          i.   How to select appropriate technology
          ii.   State-adopted academic content
      D. Demonstrate knowledge and understanding of the legal and ethical issues
          i.   Copyright, privacy, security, safety, and acceptable use.

Unit II   Experiences with Technology Modern Classroom

      A.   Instructors Perspective
          i.   Creativity
          ii.   Innovation
          iii.   Comparison of face-to-face and virtual environments.
      B.   Design lesson that used technology

Unit III   Technology Resources for the Modern Classroom

      A. Technology Devices and Software Resources
      B. Instructional Software for Student Learning
      C. Software for Teaching and Learning

Unit IV   Web-Based Resources for Blended and Online Learning

      A. Web-Based Content Resources
      B. Online Communications and Collaboration
      C. Online and Blended Learning

Unit V   Strategies for Selecting Educational Technology

      A. Educational Technology Strategies for People with Disabilities
      B. Educational Technology Strategies for English and Language Arts
      C. Educational Technology Strategies for Mathematics, Science, and Engineering
      D. Educational Technology Strategies for Social Studies

Learning Activities Required Outside of Class

The students in the class will spend a minimum of 6 hours per week outside of the regular class time doing the following:

1. Homework Projects
2. Group
3. Research on Educational Technologies
4. Creating Lesson Plans with Integration of Educational Technologies
5. Create a Digital Rubric for Peer Evaluation

6. Create a Presentation using Educational Technology Software

Methods of Instruction

1. Lecture / Discussion
2. Project Based Learning
3. Demonstration
4. Class Activities
5. Group Activities
6. Internet Research

Methods of Evaluation

1. Homework
2. Presentation
3. Group Projects and Presentation
4. Written Exams (Quizzes, Midterm, and/or Final Examination)
5. Critical Thinking Project
6. Small Group Assignment
7. Skills Demonstration

Supplemental Data:

T.O.P. Code:	0860.00 Educational Technology
Sam Priority Code:	D: Possibly Occupational
Distance Education:	Online; Offline
Funding Agency:	Not Applicable
Program Status:	2: Stand-alone
Noncredit Category:	Not Applicable, Credit Course
Special Class Status:	Course is not a special class
Basic Skills Status:	Course is not a basic skills course
Prior to College Level:	Not applicable

Cooperative Work Experience:	Is not part of a cooperative work experience education program
Eligible for Credit by Exam:	NO
Eligible for Pass/No Pass:	Pass/No Pass
Discipline:	Instructional Design/Technology