LINC 50: TECHNOLOGY IN THE K-12 CLASSROOM I

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2025
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; not open to students with credit in LINC 255; students may enroll in LINC 50 or 50B, but not both, for credit.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Analyze a variety of online and classroom-based technologies for teaching and learning that match standards based objectives.
- Debate the pros and cons of technology use in schools
- Explain the technology learning cycle

Description

This course introduces essential methods for evaluating and integrating educational technologies into teaching practices. Students will explore and select appropriate digital tools, develop basic educational resources, and engage in foundational peer collaboration. Emphasis is placed on practical application through small-scale projects and reflective practices, enabling participants to enhance their teaching with technology effectively. The course encourages iterative learning and feedback in a collaborative environment, preparing educators to implement and adapt technologies in their professional settings.

Course Objectives

The student will be able to:

- Analyze and evaluate a variety of educational technologies to determine their appropriateness for specific teaching and learning contexts
- 2. Develop 21st century and future-ready educational resources, sharing these with peers and engaging in an iterative process that includes receiving and applying reflective feedback

Course Content

- 1. Educational technology analysis
 - a. Technology evaluation
 - b. Selection criteria
 - c. Application contexts
- 2. Development of educational resources
 - a. Resource creation
 - b. Sharing practices
 - c. Feedback mechanisms
- 3. Collaborative learning and peer engagement
 - a. Peer review processes
 - b. Collaborative tools
 - c. Community building
- 4. Reflective practice and continuous improvement a. Iterative development
 - b. Reflective techniques
 - c. Professional growth

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with LCD projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with online PCs and/or Macintosh computers, network server access, and printers.

2. When taught via the internet: Students must have current email accounts and/or ongoing access to computers with email software, web browsing capability, FTP program, and access to the internet.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Developing an integrated student-centered, technology enhanced lesson plan or activity

Presentation of the project to peers

Making constructive contributions to class discussions

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations delivered in student-centered learning style Facilitated discussions of live presentations, readings, or video presentations

Student presentations in small group and whole class situations

Representative Text(s) and Other Materials

Instructor-assigned notes, materials, and resources, including instructional materials, open education resources, multimedia, and websites.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

- 1. Reading assignments include analysis of texts, selected examples, and student projects.
- 2. Writing assignments include developmental projects, reflections, discussion responses, and peer feedback on projects.
- 3. Outside assignments include project planning and development, participation in online peer collaboration activities, and project development through an iterative process.

When taught online, these methods may take the form of multimedia and web-based presentations. Assignments will be submitted online as well.

Discipline(s)

Instructional Design/Technology