

LINC 50A: TECHNOLOGY IN THE K-12 CLASSROOM II

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	0.5
Hours:	6 lecture per quarter (6 total per quarter) This course meets 1 time 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 255S.
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 hardware technologies for teaching and learning.
- Create student-centered classroom activities using integrated hardware technology.
- Manage hardware use in the classroom for maximum efficiency, effectiveness, and equal access.

Description

An introductory course about educational hardware technology in the classroom. Intended for educators, this hands-on course demonstrates integration of hardware technologies such as document cameras, interactive white boards, student response systems, tablet devices, smart phones, etc., for teaching and learning with any standards based curriculum. Emphasis is given to creating student-centered activities using appropriate educational hardware technologies.

Course Objectives

The student will be able to:

- Analyze a variety of hardware technologies for teaching and learning.
- Create student-centered classroom activities using integrated hardware technology.
- Manage hardware use in the classroom for maximum efficiency, effectiveness, and equal access.
- Evaluate the use of hardware technology integration in the classroom.

Course Content

- Analyze a variety of hardware technologies for teaching and learning
 - Explore appropriate audio-visual, multimedia, and computer-based hardware for curriculum goals and objects
 - Identify which hardware tool best fits a variety of learning situations
- Create student-centered classroom activities using integrated hardware technology
 - Select a curriculum area and hardware tool for delivery
 - Design a lesson or activity based on a chosen technology and learning outcome
 - Develop the instructional resources and materials required to implement the lesson plan or activity
- Manage hardware use in the classroom for maximum efficiency, effectiveness, and equal access
 - Develop strategies for equity and fairness in use of hardware
 - The single device, shared devices, and 1:1 device classroom
 - Using carts, labs, and other shared learning device spaces
- Evaluate the use of hardware technology integration in the classroom
 - Assessing learning outcomes
 - Using technology for assessing learning outcomes

Lab Content

Not applicable.

Special Facilities and/or Equipment

- 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.
- When taught via the internet: Students must have current email accounts and access to internet-capable computers or tablet devices.

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

Atherton, Peter. *50 Ways to Use Technology Enhanced Learning in the Classroom: Practical Strategies for Teaching*. 2018.

Instructor-assigned notes and materials.

When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

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

1. Each class session requires the student to read and analyze selected digital materials or student projects related to that session's topics. Class discussion is encouraged
2. Each session's topic requires a written response to a prompt that is turned in for instructor or peer review. Each prompt is designed to be a draft of a section of the student's completed project. Instructor feedback should be reflected in the final product
3. When taught online these methods may take the form of video, audio, animation and webpage presentations. Assignments will be submitted online as well

Discipline(s)

Instructional Design/Technology