

LINC 67: DESIGNING WEB-BASED LEARNING PROJECTS

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2023
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.
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

- Distinguish effective online learning project design
- Identify the characteristics of interactive and engaging online projects aligned to standards
- Design an online project that promotes inquiry-based student learning.

Description

Creation of online projects that promote inquiry-based student learning and effective use of cloud-based tools for research. Participants generate ideas for projects and develop their own project with focus and purpose. Participants align their project with academic and skills-based standards requiring students to synthesize information by completing a challenge task.

Course Objectives

The student will be able to:

- Distinguish effective online learning project design
- Identify the characteristics of effective online projects aligned to standards
- Design an online project that promotes student inquiry
- Develop evaluation materials for assessing the project outcomes

Course Content

- Effective online learning project design
 - Bloom's Taxonomy
 - Higher order thinking skills
 - Lower order thinking skills
 - Characteristics of an effective challenge question and task
 - Quality of resources
- Standards-aligned online projects

- Common Core standards
- ISTE NETS standards
- CASEL standards
- Inquiry-based projects
 - Goal definition
 - Task description
 - Process for completing the task
 - Resources used to complete task
 - Rubric for evaluation
 - Conclusion reflection
- Explore and review existing inquiry projects
- Design an online project
 - Identify topic area, goal, and task for the project
 - Choose and set up an online tool for hosting the project
 - Write a motivating introduction that includes the challenge question
 - Develop a task aligned with learning goals and standards
 - Develop the student process section
 - Compile a list of resources
- Develop materials for assessing the project
 - Create the evaluation section and rubric
 - Create conclusion with reflection

Lab Content

Not applicable.

Special Facilities and/or Equipment

- When offered on/off campus: Lecture room equipped with projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with computers or laptops with internet access.
- When taught via the internet: Students must have current email accounts and ongoing access to computers with web browsing capability and internet access.

Method(s) of Evaluation

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

- Developing an online inquiry-based project
- Presenting the project to peers for feedback and critically analyzing peer projects
- 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, during which students take notes, follow demonstrations, or complete an activity

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

- a. Reading assignments include analysis of texts, selected examples, and student projects
- b. Writing assignments include a course project and multiple developmental projects, reflections, discussion responses, and peer feedback on projects
- c. 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