LINC 87: SEMINAR IN TEACHING WITH EDUCATIONAL TECHNOLOGY

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2023
Units:	5
Hours:	5 lecture per week (60 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

- Create a 21st Century classroom environment that models a) critical thinking and problem solving, b) communication, c) collaboration, and d) creativity and innovation for all learners.
- Integrate innovative technology tools and processes into the learning environment that enhances student engagement and learning.
- Design effective and efficient technology-enriched, student-centered learning projects that improve learning outcomes.

Description

This seminar is for educators at all levels to develop student-centered learning projects and teaching practices, apply practical educational technology tools and resources, and participate in a collaborative professional development experience. Participants learn to use innovative technologies in their own curriculum content area and best practices for teaching and learning that positively impacts student achievement. Topics include 21st century skills for teaching and learning, visual literacy, media literacy, free online tools and resources for education, educational software training, open education resources, professional learning networks, integrating technology into the curriculum, integrating science and mathematics into any curriculum, assessment strategies for complex learning outcomes, and student-centered learning.

Course Objectives

The student will be able to:

1. Create a 21st century classroom environment that models: a) critical thinking and problem solving, b) communication, c) collaboration, and d) creativity and innovation for all learners

2. Integrate innovative technology tools and processes into the learning environment in order to enhance student engagement and learning
3. Design effective and efficient technology-enriched, student#centered learning projects that improve learning outcomes
4. Develop assessment strategies for educational technology projects, teaching practices, and learning outcomes
5. Evaluate the efficacy of teaching with innovative technologies

Course Content

1. Analyze 21st century teaching and learning
   a. 21st century models
   b. Critical thinking and problem solving
   c. Communication
   d. Collaboration
   e. Creativity and innovation
   f. Literacy development: visual, Information Computing Technologies (ICT)
   g. Developing a peer professional learning network
2. Integrate technology into teaching and learning
   a. Innovative technology tools and resources online and computer-based
   b. Student engagement
   c. Teaching with technology
   d. Learning with technology
   e. Presenting with technology
   f. Choosing technology for effectiveness and efficiency
   g. Integrating technology into teaching and learning practices
      i. Mathematics
      ii. Science
      iii. All other disciplines
   h. Integrating mathematics and science into all other disciplines using technology
3. Design student-centered learning projects
   a. Classroom environments for student-centered learning
      i. Classroom management and practices for student-centered learning
      ii. Collaboration strategies for students
   b. Technology-enriched student project (small, medium, large scale)
      i. Bloom's Taxonomy
         1. Higher order thinking skills
      ii. Planning model for projects
         1. Analyze
         2. Design
         3. Develop
         4. Implement
         5. Evaluate
4. Develop assessment strategies
   a. Rubrics for teaching and learning
   b. Technology for assessment practices
   c. Quick techniques for assessing students' knowledge or ability
   d. Professional reflection
5. Evaluate teaching with technology
   a. Formative assessment strategies for teaching outcomes
   b. Formative assessment strategies for learning outcomes

c. Analyzing the assessment results
d. Reporting results

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. 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.
2. 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 student-centered learning projects
Presenting projects to peers for formative assessment
Making constructive contributions to class discussions and peer reviews

Participating in a professional learning network

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
Collaborative learning, during which students use computer-based tools or social media to record notes or reflections and share ideas with peers
Student presentations in small group and whole class meetings

Representative Text(s) and Other Materials

Roblyer, M., and Joan Hughes. Integrating Educational Technology into Teaching, 8th ed.. 2018.

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 a course project and multiple 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