

LEARNING IN NEW MEDIA CLASSROOMS

Program Description

The Learning in New Media Classrooms (LINC) program offers five Certificates of Achievement.

The Certificate of Achievement in Education Technology Specialist is designed for students working in or planning for a career in K-12 education, extracurricular programs, or technology training in for-profit and nonprofit organizations, with a special focus on new and pre-service K-12 educators. The program provides 12 units of Instructional Design and Technology coursework to support the integration of technology throughout a specified educational program in a culturally responsive manner. Students will learn to apply educational best practices to developing instructional materials, creating multimedia resources, and facilitating projects and activities with current technology tools and applications. Upon completion of the program, students will be prepared to use technology to increase student achievement at all levels, as well as support technology initiatives within their organizations.

The Certificate of Achievement in Emerging Educational Technology Leadership is designed for students working in or planning for a leadership-focused career in K-12 education, extracurricular programs, or edtech development in for-profit and nonprofit organizations. Prerequisite skills in instructional design and use of common educational technologies are highly encouraged, but not required. Notably, this program is intended to assist educators and trainers in becoming leaders in their fields while remaining in their instructional spaces. The program seeks to provide an alternate pathway to teacher leadership besides administration. Students will complete 18 units of coursework in Instructional Design and Technology, with coursework specifically focusing on emerging technology trends, integration of edtech into curricular activities, evaluation of instructional programs, and data analysis tools. Upon completion of the program, students will be prepared to develop and support new education technology initiatives in schools, districts, counties, and communities, as well as lead other educators in the implementation of these initiatives.

The Certificate of Achievement in Makerspace Coordinator is designed for people who are seeking employment in fabrication laboratories and makerspaces within community centers, libraries, and education. The program provides 18 units of instruction and support for building models and prototypes, strategies to spark innovation and invention, and creative problem-solving and collaboration. The program includes application and strategies with the foundational concepts and processes for fabrication and design, including the familiarization and use of makerspace and fabrication laboratory tools.

The Certificate of Achievement in Online and Blended Instruction is designed for students working in or planning for a career in online human resource training and development or education; in-service and pre-service teachers; educators at any level; and those working as trainers for any market sector. The program provides 15 units of instruction and support for developing online courses in learning management systems, designing and assessing meaningful learning objectives, monitoring student progress and engagement, building virtual communities that embrace diversity, developing learning materials that are accessible to diverse audiences, developing activities to promote engagement, and creating interactive multimedia to support learning. Upon completion

of the program, students will be prepared to develop and successfully facilitate courses, workshops, and trainings in an online or blended environment.

The Certificate of Achievement in STEAM Instructional Leadership is designed for students working in or planning for a career in K-12 education, extracurricular programs, or STEAM outreach in for-profit and non-profit organizations. The program provides 12 units of instruction and support for the integration of STEAM throughout curriculum in a culturally responsive manner. Courses will focus on technology integration into STEAM lessons, evaluating instructional programs, and data analysis tools. Upon completion of the program, students will be prepared to develop and support STEAM initiatives in their districts, schools, counties, and communities, as well as provide relevant workshops and courses in STEAM instruction.

Learn more about the program on the [Krause Center for Innovation website](#).

Program Learning Outcomes

Certificate of Achievement in Education Technology Specialist:

- Students will be able to identify effective education technology for schools and districts.
- Students will be able to develop instructional materials that incorporate education technology.
- Students will be able to apply education technology to project-based learning.
- Students will be able to create multimedia projects that integrate cloud-based publishing tools.
- Students will be able to use online collaboration tools to enhance instruction and communication.
- Students will be able to integrate technology into a standards-based curriculum.
- Students will be able to facilitate interactions and collaboration to build a community that fosters active learning.
- Students will be able to curate and create instructional materials, tools, strategies, and resources to engage all learners and ensure achievement goals.
- Students will be able to use culturally responsive practices when integrating education technology into their lessons.

Certificate of Achievement in Emerging Educational Technology Leadership:

- Students will be able to identify effective education technology for schools and districts based on research in emerging trends and applications.
- Students will be able to develop and share instructional materials that incorporate emerging education technologies.
- Students will be able to apply education technology trends, tools, and strategies to research-based pedagogies, such as project-based learning.
- Students will be able to create interactive multimedia projects that integrate emerging technologies.
- Students will be able to use online collaboration tools to enhance instruction and communication, and promote equitable learning environments.
- Students will be able to integrate emerging technologies into a standards-based curriculum.

- Students will be able to curate and create instructional materials, tools, strategies, and resources to engage all learners and ensure achievement goals.
- Students will be able to use culturally responsive practices when integrating education technology into their lessons.
- Students will be able to create training materials and deliver professional training to peers while demonstrating best practices using education technology.
- Students will be able to plan, facilitate, and assess a project involving emerging educational technology trends in a school, district, and/or educational organization.
- Students will be able to identify the positive and negative use cases of individual educational technology, and critically analyze current education technology trends.
- Students will be able to facilitate large group professional development around the best practices of educational technology.

Certificate of Achievement in Makerspace Coordinator:

- Students will have acquired the necessary basic skills to create and manage a makerspace or fabrication lab in schools, community centers, and library environments.
- Students will be able to demonstrate appropriate critical thinking and problem-solving skills, creative skills, and collaborative and teamwork skills to provide assistance in a maker or fabrication environment.

Certificate of Achievement in Online and Blended Instruction:

- Students will be able to demonstrate professional responsibilities in keeping with the best practices of online instruction.
- Students will be able to support learning and facilitate presence (teacher, social, and learner) with digital pedagogy.
- Students will be able to facilitate interactions and collaboration to build a supportive online community that fosters active learning.
- Students will be able to promote learner success through interactions with learners and other stakeholders and by facilitating meaningful learner engagement in learning activities.
- Students will be able to model, guide, and encourage legal, ethical, and safe behavior related to technology use.
- Students will be able to personalize instruction based on the learner's diverse academic, social, and emotional needs.
- Students will be able to create and/or implement assessments in online learning environments in ways that ensure the validity and reliability of the instruments and procedures.
- Students will be able to measure learner progress through assessments, projects, and assignments that meet standards-based learning goals, and evaluate learner understanding of how these assessments measure achievement of the learning objectives.
- Students will be able to curate and create instructional materials, tools, strategies, and resources to engage all learners and ensure achievement of academic goals.

Certificate of Achievement in STEAM Instructional Leadership:

- Students will be able to integrate multiple STEAM disciplines into their curriculum.
- Students will be able to teach STEAM using culturally responsive practices that will support a diverse body of teachers and students.
- Students will be able to identify emerging STEAM fields that will influence instruction and workforce development.

- Students will be able to facilitate professional development for their peers/staff to incorporate STEAM into all subject areas.
- Students will be able to influence curriculum decisions around STEAM based on best practices and high content knowledge.
- Students will be able to facilitate interactions and collaboration to build a community that fosters active learning.
- Students will be able to identify technology that will facilitate the learning of STEAM in engaging and meaningful ways.
- Students will be able to curate and create STEAM instructional materials, tools, strategies, and resources to engage all learners and ensure achievement of academic goals.

Career Opportunities

Certificate of Achievement in Makerspace Coordinator: Current libraries, community centers, and schools are in dire need of trained, qualified adults to supervise, maintain, and create makerspaces or fabrication laboratories to build 21st century skills of critical thinking, problem-solving, creativity and imagination, and collaboration and teamwork. This innovative program will allow schools to hire individuals as classified personnel to assist faculty with student learning and exploration in makerspaces. It also allows further training for teachers and non-traditional educators to build their skillset for giving students 21st century, future-ready skills.

Award Type(s)

- CA = Certificate of Achievement

Units Required

- Certificate(s): 12-18

Program Prerequisites

Basic skills using standard computer systems and internet-based technologies. Prerequisite skills in instructional design and use of common educational technologies are highly encouraged, but not required.

Certificate Requirements

Certificate of Achievement in Education Technology Specialist

- Units: 12

Code	Title	Units
LINC 50	TECHNOLOGY IN THE K-12 CLASSROOM I	1
LINC 82B	DEVELOPING INSTRUCTIONAL MATERIALS	3
LINC 82C	CREATING INTERACTIVE MEDIA FOR INSTRUCTION	3
And five units from the following:		5
LINC 50A	TECHNOLOGY IN THE K-12 CLASSROOM II	
LINC 50F	INTEGRATING TECHNOLOGY INTO A STANDARDS-BASED CURRICULUM I	
LINC 57	DESIGNING LEARNER-CENTERED INSTRUCTION	
LINC 58	GLOBAL PROJECT-BASED LEARNING	
LINC 62	CLOUD-BASED WORD PROCESSING TOOLS	
LINC 66E	CLOUD-BASED PUBLISHING TOOLS	
LINC 75B	INSTRUCTIONAL TECHNOLOGY STRATEGIES	
LINC 79	MULTIMEDIA PROJECT PRODUCTION	

LINC 80A	MULTIMEDIA IN THE CLASSROOM I	
LINC 80B	MULTIMEDIA IN THE CLASSROOM II	
LINC 81	USING DIGITAL IMAGES	
LINC 90C	ONLINE COLLABORATION TOOLS	
Total Units		12

Certificate of Achievement in Emerging Educational Technology Leadership

• Units: 18

Code	Title	Units
LINC 50	TECHNOLOGY IN THE K-12 CLASSROOM I	1
LINC 82B	DEVELOPING INSTRUCTIONAL MATERIALS	3
LINC 82C	CREATING INTERACTIVE MEDIA FOR INSTRUCTION	3
LINC 83F	INTRODUCTION TO DIGITAL VIDEO EDITING	1
LINC 87	SEMINAR IN TEACHING WITH EDUCATIONAL TECHNOLOGY	5
And five units from the following:		5
LINC 50A	TECHNOLOGY IN THE K-12 CLASSROOM II	
LINC 50F	INTEGRATING TECHNOLOGY INTO A STANDARDS-BASED CURRICULUM I	
LINC 57	DESIGNING LEARNER-CENTERED INSTRUCTION	
LINC 58	GLOBAL PROJECT-BASED LEARNING	
LINC 62	CLOUD-BASED WORD PROCESSING TOOLS	
LINC 66E	CLOUD-BASED PUBLISHING TOOLS	
LINC 75B	INSTRUCTIONAL TECHNOLOGY STRATEGIES	
LINC 79	MULTIMEDIA PROJECT PRODUCTION	
LINC 80	MULTIMEDIA OVERVIEW	
LINC 80A	MULTIMEDIA IN THE CLASSROOM I	
LINC 80B	MULTIMEDIA IN THE CLASSROOM II	
LINC 81	USING DIGITAL IMAGES	
LINC 82A	INTRODUCTION TO DESIGNING INSTRUCTIONAL TECHNOLOGY PROJECTS	
LINC 90C	ONLINE COLLABORATION TOOLS	
LINC 95C	ASSESSMENT STRATEGIES FOR TECHNOLOGY INTEGRATION	
Total Units		18

Certificate of Achievement in Makerspace Coordinator

• Units: 18

Code	Title	Units
LINC 77A	DESIGN THINKING PROCESS	2
LINC 77B	DESIGN THINKING & TINKERING	2
LINC 77D	DESIGN THINKING CHALLENGES	2
LINC 84	FUNDAMENTALS OF MAKERSPACE DESIGN & INSTRUCTION	3
LINC 84A	3-D DESIGN CONCEPTS	2
LINC 84D	VECTOR-BASED GRAPHIC DESIGN FOR MAKERSPACES	1
And six units from the following:		6
LINC 59	INTEGRATING 21ST CENTURY SKILLS INTO INSTRUCTION	
LINC 60K	GAME-BASED LEARNING	

LINC 77C	DESIGN THINKING FOR TEACHERS	
LINC 78A	COMPUTATIONAL THINKING FOR EDUCATORS	
LINC 78B	BLOCK BASED CODING CONCEPTS	
LINC 78C	PROJECT BASED TECHNOLOGY PROJECTS	
LINC 78D	PHYSICAL COMPUTING FUNDAMENTALS	
LINC 84B	3-D DESIGN & FABRICATION	
LINC 84E	LASER CUTTER FUNDAMENTALS	
LINC 84F	VINYL CUTTER FUNDAMENTALS	
LINC 90B	OPEN EDUCATION RESOURCES	
Total Units		18

Certificate of Achievement in Online and Blended Instruction

• Units: 15

Code	Title	Units
LINC 57A	WELCOMING & ENGAGING STUDENTS IN THE ONLINE ENVIRONMENT	3
LINC 75A	INTRODUCTION TO INSTRUCTIONAL DESIGN & TECHNOLOGY	3
LINC 75C	DESIGNING ONLINE INSTRUCTION	3
LINC 93B	ASSISTIVE TECHNOLOGY & UNIVERSAL ACCESS	1
LINC 95C	ASSESSMENT STRATEGIES FOR TECHNOLOGY INTEGRATION	1
And four units from the following:		4
LINC 57B	CREATING COMMUNITY IN THE ONLINE ENVIRONMENT	
LINC 58	GLOBAL PROJECT-BASED LEARNING	
LINC 58A	E-PORTFOLIOS	
LINC 66C	SEARCHING & RESEARCHING THE INTERNET	
LINC 67	DESIGNING WEB-BASED LEARNING PROJECTS	
LINC 70	WEB PAGE DESIGN OVERVIEW	
LINC 80	MULTIMEDIA OVERVIEW	
LINC 81	USING DIGITAL IMAGES	
LINC 90A	WEBINARS	
LINC 90C	ONLINE COLLABORATION TOOLS	
LINC 95B	TECHNOLOGY ETHICS & EDUCATIONAL LAW	
LINC 98	TEACHING & LEARNING IN THE DIGITAL AGE	
Total Units		15

Certificate of Achievement in STEAM Instructional Leadership

• Units: 12

Code	Title	Units
LINC 53	INTEGRATING TECHNOLOGY INTO MATHEMATICS	1
LINC 63	CLOUD-BASED DATA ANALYSIS TOOLS	1
LINC 88	INTRODUCTION TO COMPUTER OPERATING SYSTEMS	4
LINC 91A	INTRODUCTION TO ASSESSING INSTRUCTIONAL TECHNOLOGY	3
And three units from the following:		3
LINC 50A	TECHNOLOGY IN THE K-12 CLASSROOM II	
LINC 50B	TECHNOLOGY IN THE K-12 CLASSROOM III	

LINC 53B	INTEGRATING TECHNOLOGY INTO MATHEMATICS GRADES 6-8
LINC 78A	COMPUTATIONAL THINKING FOR EDUCATORS
LINC 79	MULTIMEDIA PROJECT PRODUCTION
LINC 91B	EVALUATING TECHNOLOGY-BASED LEARNING OUTCOMES
LINC 91C	EVALUATING INSTRUCTIONAL PROGRAMS
LINC 96B	HANDHELD DIGITAL MEDIA DEVICES I
LINC 98A	TEACHING & LEARNING IN THE DIGITAL AGE I
LINC 98B	TEACHING & LEARNING IN THE DIGITAL AGE II
Total Units	12