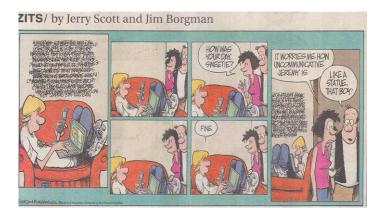
Department of Early Childhood, Elementary, and Middle Level Education EDU 2022.005: Teaching and Learning with Technology in Classrooms



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Office Hours: Monday 1:00 - 3:00 p.m.

Tuesday & Thursday 1:30 - 2:30 p.m.

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Class Meetings: Monday 4:30 - 7:00 p.m.

Buzzard 1430

UNIT Theme: Educator as creator of effective educational environments, integrating diverse students, strategies, societies, subjects, and technologies.

Course Description: (2-1-2) This course, based on the national and state educational technology standards is designed to prepare teachers to integrate technology into the curriculum. This course will focus on the effective use of technology in teaching and learning.

Prerequisite: Passing score on the CEPS technology proficiency.

Course Purpose: EDU 2022 is structured to offer teacher candidates opportunities to:

- 1. Practice and expand personal use of various kinds of hardware and software.
- 2. Use technology in the design of curriculum for constructivist teaching and learning.
- 3. Apply learning theory to evaluate quality technology experiences.
- 4. Make informed judgments about social and ethical issues involving technology.
- 5. Develop strategies and commitment to explore new and emerging educational technologies.

Textbooks:

Shelly, G., Cashman, T., Gunter, R., & Gunter, G. (2008). *Teachers discovering computers: Integrating technology and digital media in the classroom* (5th ed.). Boston, MA, Thompson Learning.

Fewell, P. & Gibbs, W. (2006). *Microsoft office for teachers* (3rd ed.). Columbus, OH: Merrill Prentice Hall.

Supplemental Materials:

Flash drive

Teaching Models:

The Information-Processing Models

• Information-processing models emphasize ways of enhancing the human being's innate drive to make sense of the world by acquiring and organizing data, sensing problems and generating solutions to them, and developing concepts and language for conveying them.

Joyce, B., Weil, M., & Calhoun, E. (2009). Models of teaching. (8th ed.). Boston: Pearson.

Dispositions: Candidates in the Department of EC/ELE/MLE will exhibit professional ethical practices, effective communication, sensitivity to diversity, the abilities to provide varied teaching practices evidenced in a supportive and encouraging environment.

Standards:

Course requirements and demonstrated competencies are aligned with the following standards:

- Illinois Professional Teaching Standards (IPTS) http://www.isbe.state.il.us/profprep/PDFs/ipts.pdf
- Language Arts Standards for all Illinois Teachers (ICLAS)
 http://www.isbe.net/profprep/CASCDvr/pdfs/24110_corelangarts_std.pdf
- Technology Standards for all Illinois Teachers (ICTS) http://www.isbe.net/profprep/CASCDvr/pdfs/24120_coretechnology.pdf
- Nets Standards for Teachers: ISTE National Technology Project: http://www.iste.org/Content/NavigationMenu/NETS/ForTeachers/2008Standards/NETS_for_Teachers_2008.htm
- NETS Standards for Students: ISTE National Technology Project: http://www.iste.org/Content/NavigationMenu/NETS/ForStudents/2007Standards/NETS_for_Students_2007.htm

SPA Standards Alignment (Special Professional Association Standards)

- ACEI (Association for Childhood Education International) program standards for elementary teacher preparation http://www.acei.org/ncateindex.html
- NAEYC (National Association for the Education of Young Children) NAEYC http://www.naeyc.org/accreditation/next_era.asp

Course Outcomes

Students will be able to

- 1. Review research studies of the effects and impact of technology on learning.
- 2. Evaluate ethical, legal and social equity issues pertaining to the impact of technology
- 3. Apply terminology of the field, including Web 2.0
- 4. Use, explore, and apply telecommunications opportunities: html editors as appropriate for teaching professionals, course management systems, videoconferencing, webcasts
- 5. Use and apply word processing, database, presentation and spreadsheet programs relating to teacher administration and the curriculum of elementary and middle schools.
- 6. Create multimedia learning options, especially interactive whiteboard (SmartBoard) tools and applications
- 7. Review and apply criteria to evaluate and select blogs, wikis, Web sites, educational software.
- 8. Design and produce appropriate technology supported instruction.

- 9. Appreciate the development of computer technology over time and implications of this history for instruction.
- 10. Practice strategies for continuous updating of computer literacy for teachers and students.
- 11. Practice ergonomics and proper care of computers and peripherals.
- 12. Design and maintain your own professionally appropriate website.

COURSE REQUIREMENTS	NETS Standards for Students	DEMONSTRATED COMPETENCIES	ALIGNED STANDARDS
PRODUCTIVITY	NETS 6	Performance includes: Creation, editing, evaluation of appropriate professional documents in text and multimedia. Application of spreadsheet, database, presentation, and communications programs to classroom tasks. Focus is on demonstration of computer literacy, integration literacy and fluency, information literacy and fluency.	IPTS 1, 5, 6, 8p TSIT 1, 2, 5, 8 LASIT 1 Dispositions: PEP, PTSL
WEB PRESENCE AND WEB 2.0	NETS 2,3, 4,5	Performance includes: Review and evaluation of active, teacher maintained, and classroom web pages. Creation and use of a personal professional Web site, posted to individual student's account on the EIU pen server. Creation and use of selected personal accounts with such programs and participatory services as a blog, wiki, WebCT discussion board, delicious, flickr, digg, twitter, google docs., etc. Focus is on participation in and creation of cyber environments for education.	ACEI 3e, 5d, NAEYC 2 IPTS 5, 6, 7, 9 TSIT 6 LASIT 2 Dispositions: PEP, EC
CURRICULUM INTEGRATION	NETS 1, 2, 3a.b.c.d. 4a.b.c.d., 5	Performance includes: Creation of a themed curriculum sequence based on a student selected essential question appropriate for the classroom. The themed curriculum project may include: Introduction and rationale based on Internet research, site evaluations, podcast, Inspiration concept map, Excel graph, WebQuest evaluated or created, video evaluated or created, Turning Point (student response system), handheld activities, SmartBoard activities. (Instructors may select stand-alone curriculum applications outside of the themed sequence.) Focus is on integrating and implementing several classroom technologies to investigate and present a single area of inquiry for diverse learners. Elements will be posted to the student's EIU (pen) website using file transfer protocol.	ACEI 2, 3, 4, NAEYC 1, 4 IPTS 1, 2e, 4e,f,g,h, 6 TSIT 3 LASIT 2 Dispositions: PTSL, SDE
DIGITAL CULTURE, CONTEXT AND	NETS 1d, 4c, 5, 6	Performance includes: Analysis of turning points and trajectories in computer history, present trends, terminology, review of research,	ACEI 1, IPTS 4q, 6

IMPACT		understanding and committing to strategies for keeping abreast of developments in educational technology. Focus is on critical understanding of the role of technology in today's global society and attention to outside influences on classrooms.	Dispositions: SDE
DIGITAL CITIZENSHIP	NETS 4, 5a.b.c.d.	Performance includes research and commitment to the welfare of society and of all children and youth Student may investigate the following technology-based issues: Assistive technology, copyright (RIAA & MPAA) and creative commons, net safety, privacy and security, AUP/CIPA and appropriate use, digital divides (economics, gender, race), job loss, Internet addiction, cyber bullying, social networking, gaming, real vs. virtual libraries, virtual classrooms and online coursework, artificial intelligence, corporate controls, technology and health, technology and environment. Focus is on teachers as leaders by modeling best practice in educational technology.	ACEI 3, NAEYC 2 IPTS 2b, 3, 5f, 5k, 6, 9 TSIT 4, 7 LASIT 3 Dispositions: PEP, SDE
PARTICIPATION	NETS 2, 5	Performance includes display of professional dispositions, thoughtfulness, communication, and attention to course projects, assignments, and inquiries, prompt submissions, perfect attendance. Focus is on evident desire for excellence in teaching and learning with technology in classrooms.	ACEI 5, NAEYC 5 IPTS 9, 10, 11 TSIT 2 Dispositions: PEP, EC
Evaluations	NETS 5,6	The students will demonstrate their content knowledge of effective integration of technology in the classroom by completing assessment tools.	IPTS 1,3,4,6,8 ICTS 1,2,3,4,5,7,9 ICLAS 1A, 1B, 1G, 3F NAEYC 4b ACEI 3.1,3.2,3.3,3.4,3.5 Disposition: EC

CORE ASSIGNMENTS	DESCRIPTION	POINTS/DUE DATE	WEIGHTS
PRODUCTIVITY	Instructor will select classroom related projects created with word processing, publishing, spreadsheet, database, presentation, graphics, and communications programs.		10%

WEB PRESENCE AND WEB 2.0	Instructor will select classroom related projects: Review of active, teacher maintained, classroom Web pages. Creation and use of a personal professional Web site, posted to individual student's account on the EIU pen server using a file transfer protocol. Creation and use of selected personal accounts with such programs and participatory services as a blog, wiki, WebCT discussion board, delicious, flickr, digg, twitter, google docs, etc.	15%
CURRICULUM INTEGRATION	Students will develop a themed curriculum sequence based on a student selected <u>essential question</u> appropriate for the classroom. Instructors will select elements of the themed curriculum project. Included may be: Introduction and rationale based on Internet research, site evaluations, podcast, Inspiration concept map, Excel graph, WebQuest evaluated or created, video evaluated or created, PPT with Turning Point (student response system), handheld activities, SmartBoard activities, computer generated books. Instructors may select stand-alone curriculum applications outside of a themed sequence.	15%
DIGITAL CULTURE, CONTEXT AND IMPACT	Reviews of research and related literature in technology education.	5%
DIGITAL CITIZENSHIP	Research and discussion projects in ethical issues in technology education. Topics include: assistive technology, copyright (RIAA & MPAA) and creative commons, net safety, privacy and security, AUP/CIPA and appropriate use, digital divides (economics, gender, race), job loss, Internet addiction, cyber bullying, social networking, gaming, real versus virtual libraries, virtual classrooms and online coursework, artificial intelligence, corporate controls, technology and health, technology and environment, technology and global community. Elements of course projects must adhere to copyright law and use with permission. Research and discussion may take place on WebCT, a class blog, a class wiki, etc.	5%
PARTICIPATION	Performance includes display of professional dispositions, thoughtfulness, communication, and attention to course projects, assignments, and inquiries, prompt submissions, perfect attendance. Focus is on evident desire for excellence in teaching and learning with technology in classrooms.	10%
EVALUATIONS	Instructor will select appropriate midterm and final exam formats.	10%
Optional Assignments	Students will complete optional assignments as determined by the instructor.	30%

Optional assignments:

Handhelds, WebCT Discussion board, podcasting, PowerPoint Producer, digital storytelling, emerging technologies, Student Response Systems, digital photography, Paint, resumes, newsletters, and cover letters

Assignments & Point Values: All projects will be posted on EIU professional/personal web page.

Participation	30
Lucas Video Notes	10
Textbook Assignments (10 points each)	40
Midterm (WebCT) Week of March 1 st	35
Project 2: Computer Ethics PPT & Interactive Presentation	25
Project 1: index.html page	15
Project 3: resume	15
Project 4: resource/links page	15
Project 5: exploring effective technology use by schools	15
Project 6: group book project	30
Project 7: personal page	15
Project 8: curriculum theme project	20
Project 9: Inspiration assignment (linked to Project 8)	15
Project 10: Excel & GraphingWizard (linked to Project 8)	15
Project 11: SmartBoard Activity (linked to Project 8)	15
Project 12: WebQuest review (linked to Project 8)	15
Project 13: Podcast Assignment using Audacity (linked to Project 8)	15
Projects Page: Redesign of projects page	15
Project 14: iMovie using Flip cameras	30
Three in class writing and exploration assignments (10 points each)	30
Final: May 3, 2010, 5:15 – 7:15	35
Total # of Points	450

The instructor will provide detailed instructions and expectations for each assignment. Topics, assignments, readings and due dates are on the course calendar. The course calendar will be sent to students through WebCT and posted on WebCT.

Grading Scale: A = 92%-100%, B= 84%-91%, C= 72%-81%, D= 62%-71%, F = Below 62%

Web site for assistance with APA questions:

http://owl.english.purdue.edu/owl/resource/560/01/

Course Topics

^{**}Extra credit: Review, use, and reflect on two entries from Dr. Grissom's blog: http://techtalk4teachers.blogspot.com, 5 points each, up to 10 points.

^{**}This syllabus and assignments may change due to unforeseen constraints or opportunities.

^{** &}lt;u>All assignments must be submitted</u> in order to obtain the course grade. That is, students are not free to opt for a B by selecting out certain assignments. All EDU2022 competencies in educational technology as stated in this syllabus must be demonstrated.

- I. Integrating Technology into the Curriculum
 - A. Information literacy and terminology
 - B. Identifying today's digital kids
 - C. ISTE standards
 - D. Technology throughout the school and community
- II. Networks, communications, Internet and World Wide Web
 - A. Components of communications systems
 - **B.** Browsers and search engines
 - C. Web 2.0, social networking and K-8 teaching and learning
 - D. Web impact on teaching and learning

III. Productivity tools

- A. Looking at operating systems and how they differ
- B. Teacher authoring and student authoring of documents and presentations
 - 1. Different programs for different purposes
 - 2. Expense, availability, and ease of use
- C. Video authoring and editing in K-8 schools.
- IV. Hardware for Educators
 - A. System units, ASCII, bits, bytes, input, output, storage
 - B. ASCII, bits, bytes, MBs, GBs, binary code
- V. Digital Media for the subject areas
 - A. Use and creation of digital media
 - B. Inquiry curriculum, learning cycle, project-based models
 - C. Examining models of best practice
- VI. Assistive Technology
 - A. Curriculum adaptations and accommodations
 - **B.** State services
 - C. Classroom devices to meet special needs
- VII. Evaluation
 - A. Evaluation of information sources
 - **B.** Evaluation of student learning
- VII. Ethical considerations throughout educational technology

Student Success Center

Students who are having difficulty achieving their academic goals are encouraged to first contact their instructor. If needing additional help, please contact the Student Success Center (www.eiu.edu/~success) for assistance with time management, test taking, note taking, avoiding procrastination, setting goals, and other skills to support academic achievement. The Student Success Center provides individualized consultations. To make an appointment, call 217-581-6696, or go to 9th Street Hall, Room 1302.

EDU 2022 References

Bissell, J., Manring, A., & Rowland, V. (2001). Cybereducator: The internet and world wide web for K-

12 and teacher education (2nd ed.). New York: McGraw-Hill.

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- Dice, M. L., & Goldenhersh, B. L. (2002). *How to create a professional electronic portfolio*. Dubuque, IA: Kendall Hunt.
- Howell, J. H., & Dunnivant, S. W. (2000). *Technology for teachers: Mastering new media and portfolio development*. New York: McGraw-Hill.
- McKenzie, J. (1999). How teachers learn technology best. Bellingham, WA: FNO Press.
- McKenzie, W. (2002). *Multiple intelligences and instructional technology: A manual for every mind.*Eugene, OR: International Society for Technology in Education.
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- Richardson, W. (2006). *Blogs, wikis, podcasts, and other powerful web tools for classrooms*. Thousand Oaks, CA: Corwin Press
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- Worchester, T. (2003). 50 quick & easy computer activities. Eugene, OR: Visions Technology in Education.
- Willard, N.E. (2002). *Computer ethics, etiquette, and safety for the 21st century student.* Eugene, OR: International Society for Technology in Education

Helpful Websites:

The Horizon Report (2007 edition) http://www.nmc.org/pdf/2007_Horizon_Report.pdf

EDUCAUSE http://www.educause.edu

ISTE http://www.iste.org

Thinkfinity http://www.thinkfinity.com

Kathy Schrock's Guide for Educators http://school.discovereducation.com/schrockguide/

WebQuests http://webquest.org
Edutopia http://www.edutopia.org



Please turn your cell phone off!

Students with Disabilities: If you have a documented disability and wish to discuss academic accommodations, please contact the Office of Disability Services at 581-6583.