

6/1/2023 DATE

 REQUIRED COURSE
 ELECTIVE COURSE

 SSE _____ DIVISION _____
 NEW COURSE
 REVISION

Lake Land College

Course Information Form

COURSE NUMBER: EDU-103		TITLE: (30 Characters Max) Teaching & Learning With Technology			
SEM CR HRS: 3	Lecture: 3	Lab: 0	ECH: 3		
Course Level:	<input type="checkbox"/> Gen Ed / IAI <input checked="" type="checkbox"/> Baccalaureate /Non-IAI	<input type="checkbox"/> Career/Technical <input type="checkbox"/> Dev Ed/ Not in Degree Audit	Clinical Practicum: 0	SOE/ Internship: 0	SOE ECH: 0
COURSE PCS #	11 13.0101	IAI Code	Contact Hours (Minutes Per Week)		
Repeatable (Y/N): N	Pass/Fail (Y/N): N	Variable Credit (Y/N):	Min:	Max:	16 Wks 150 8 wks 300
Prerequisites:	CIS-040 or a high school computer application class				
Catalog Description: (40 Word Limit)	This course features practical ways to use various types of technology for the K-12 classroom teacher. This is a basic course in microcomputers, their operation, and utilization in K-12 classrooms.				

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Non-Clinical Internship/ SOE
Technology Integration: A Standards-Based Approach (CH 1)	2			
Teacher as Learner (CH 2)	2			
Supporting Deeper Learning through Authentic Instruction (CH 3)	2			
Designing Personalized Learning Experiences (CH 4)	2			
Establishing a Supportive Classroom Culture (CH 5)	2			
Facilitating Technology-Enriched Learning Environments and Experiences (CH 6)	2			
Facilitating Student Problem Solving through Design and Computational Thinking (CH 7)	2			
Facilitating Student Creative Expression (CH 8)	2			
Teacher as Analyst (CH 9)	2			
Teacher as Collaborator (CH 10)	2			
Promoting Responsible Digital Citizenship (CH 11)	2			
Teacher as Leader (CH 12)	2			
Create a Variety of Classroom Technology Projects	21			
TOTAL	45	0	0	0

EVALUATION

QUIZZES <input checked="" type="checkbox"/>	EXAMS <input checked="" type="checkbox"/>	ORAL PRES <input checked="" type="checkbox"/>	PAPERS <input type="checkbox"/>
LAB WORK <input type="checkbox"/>	PROJECTS <input checked="" type="checkbox"/>	COMP FINAL <input checked="" type="checkbox"/>	OTHER <input type="checkbox"/>

COURSE MATERIALS

TITLE:	Technology Integration for Meaningful Classroom Use
AUTHOR:	Cennamo, Ross, and Ertmer
PUBLISHER:	Wadsworth/Cengage Learning
VOLUME/EDITION/URL:	3rd Edition, ISBN # 9781305960572
COPYRIGHT DATE:	2019

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
<i>The student will be able to:</i>		
Technology Integration: A Standards-Based Approach	2	Identify the technology standards that will guide their professional development
Teacher as Learner	2	Incorporate the GAME plan to set professional learning goals; Develop a portfolio to document technology skills
Supporting Deeper Learning through Authentic Instruction	2	Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning
Designing Personalized Learning Experiences	2	Select and use a broad range of technology resources to personalize student learning experiences

Establishing a Supportive Classroom Culture	2	Utilize technology for independent learning, small-group learning, and whole-class participation.
Facilitating Technology-Enriched Learning Environments and Experiences	2	Establish technology-enriched learning environments and plan learning experiences for technology enriched learning environments
Facilitating Student Problem Solving through Design and Computational Thinking	2	Develop activities that allow their future students to create innovative solutions to meaningful problems.
Facilitating Student Creative Expression	2	Use a variety of technology tools to support student knowledge construction and creative expression and evaluate the validity of information found on the web
Teacher as Analyst	2	Identify appropriate technology-based resources to formatively and summatively assess student learning
Teacher as Collaborator	2	Use technology to facilitate collaboration among experts, peers, and students Identify strategies to promote cultural understanding and global awareness
Promoting Responsible Digital Citizenship	2	Find and examine digital resources Protect and manage personal data effectively
Teacher as Leader	2	Plan and manage classroom activities to ensure all participants have equitable access to technology resources.
Create a Variety of Classroom Technology Projects	21	Create a computer purchase comparison, a spreadsheet, a presentation, a web page, a rubric, a SmartBoard activity, a flyer, and a newsletter.
Insert New Line Above this Line		
	45	

COURSE OUTCOMES*	At the successful completion of this course, students will be able to:
	<ul style="list-style-type: none"> • Create a computer purchase comparison that identifies computer hardware components and their specifications.
	<ul style="list-style-type: none"> • Create a spreadsheet that would be applicable to an educational environment that incorporates formulas and functions.
	<ul style="list-style-type: none"> • Create a presentation that would be applicable to an educational environment that incorporates text, graphics, animations, and other presentation software features
	<ul style="list-style-type: none"> • Create a web page that would be applicable to an educational environment that incorporates templates, text, graphics, and other web design features.

* Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.