Course Number and Title: EDUC 325 Educational Technology Lab

Instructor: Dr. Jennifer Rankin  
Office Hours: ONLINE – Email for appt.  
Online: 11:45-12:45
Wed. 9:00-10:00
Thurs. 9:00-10:00
Fri. 9:00-10:00

jerankin@frostburg.edu

Course Description: This course provides opportunities for experiences and practice in using technology to support any curriculum. Experiences are assimilated into professional practice. Emphasis is on the use of technology within the context of accomplishing authentic tasks.

Common Assessment: MTTS 3: Legal, Social, & Ethical Issues with Technology, MTTS 7: Technology Professional Development. NOTE: These are required components of the course. If these assessments are not submitted, you will not be able to complete the course.

Course Purpose: The purpose of this course is to provide teacher candidates with the knowledge, skills, and dispositions to effectively integrate educational technology to support teaching, learning, and communication. It is intended to support the candidate in becoming:

- An instructional leader by using technology to promote instruction and innovation
- A collaborative bridge builder by communicating effectively in technology-assisted forms of expression
- A continuous assessor by being able to use technology to assist in student data collection and analysis, and being able to use data to inform instruction, and
- An educational advocate for technology enhancement.

Course Evaluation:

1. Text Activities (100 points)
2. Module Checkpoints (75 points)
3. ISTE Standards Collaboration (20 points)
4. Google Projects (30 points)
5. Legal, Social, Ethical Issues Test and Module* (40 points)
6. Exploration and annotated bibliography of 10 technology tools (20 points)
7. LiveBinder Resource (20 points)
8. Nearpod (30 points)
9. Technology Profile (20 points)
10. Assessment Assignment (20 points)
11. QR Code Assignment (20 points)
12. Professional Website (30 points)
13. App/Tech tool evaluation (50 points)
14. Coding Activities (50 points)
15. Infographic (30 points)
16. Virtual Classroom mResources (30 points)
17. Discussion Board Participation (20 points)
18. AR/VR (50 points)
19. Final Exam Final (40 points)
20. Technology Professional Development Plan* (40 points)
21. Extra Credit Certification (Extra Credit)
**COURSE OUTCOMES**

<table>
<thead>
<tr>
<th><strong>KNOWLEDGE</strong> Candidates will be able to demonstrate:</th>
<th><strong>ASSESSMENTS</strong> Candidate performance will be measured by:</th>
<th><strong>INT ASC</strong></th>
<th><strong>MTT S</strong></th>
<th><strong>ISTE</strong></th>
<th><strong>FSU</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Knowledge of Maryland Teacher Technology Standards and National Educational Technology Standards curriculum.</td>
<td>Nearpod, Tech PDP</td>
<td>1,2,7</td>
<td>V</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Knowledge of technology tools for organization and communication, including APA format, research, publication and analyzing data.</td>
<td>Ed Tech Collaboration, Final Exam</td>
<td>9</td>
<td>I, II, IV</td>
<td>3</td>
<td>1, 2, 3, 4, 5, 8, 10</td>
</tr>
<tr>
<td>Knowledge of a variety of instructional strategies for using technology in the classroom.</td>
<td>Livebinder, Annotated Bibliography, Assessment Assignment, Nearpod, Coding Activity, Tech Profile, QR Code</td>
<td>1,7</td>
<td>V</td>
<td>1, 2, 3</td>
<td>2</td>
</tr>
<tr>
<td>Knowledge of educational technology frameworks for planning lessons that integrate technology.</td>
<td>Nearpod, App Evaluation</td>
<td>1,2,3, 7</td>
<td>V</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Knowledge of educational technology tools that support student learning.</td>
<td>Live Binder, Annotated Bibliography, Coding Activity, QR Code, Tech Profile, App Evaluation, Infographic</td>
<td>2,3,5</td>
<td>V, VI</td>
<td>1, 2</td>
<td>4,10</td>
</tr>
<tr>
<td>Knowledge of current and emerging technologies.</td>
<td>Annotated Bibliography, Livebinder, Coding Activity, QR Code, Tech Profile, App Evaluation, Infographic</td>
<td>5,9</td>
<td>II</td>
<td>2, 3, 5</td>
<td>7, 9, 10</td>
</tr>
<tr>
<td>Knowledge of classroom policies and procedures that ensure compliance with copyright law, fair-use guidelines, security and promote digital citizenship.</td>
<td>Legal, Social and Ethical Issues Exam and Module</td>
<td>5</td>
<td>III</td>
<td>4</td>
<td>6</td>
</tr>
</tbody>
</table>

**SKILLS** Candidates will be able to:

<p>| Evaluate and reflect on current research and professional practice to make effective use of existing and emerging digital tools and resources. | Ed Tech Research and Collaboration, Coding activity, App Evaluation | 9 | V, VII | 5 | |
| Address the diverse needs of all learners by using learner-centered strategies providing access to appropriate digital tools and resources. | Nearpod, Google, App Evaluation | 3 | V, VI | 4 | |
| Promote and model digital etiquette and responsible social interactions related to the use of technology and information. | Legal, Social and Ethical Issues Module and Exam, Infographic, Weebly | 5,9 | III | 4 | 6 |</p>
<table>
<thead>
<tr>
<th>Disposition</th>
<th>Module and Exam</th>
<th>Page</th>
<th>Section</th>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advocate and model safe, legal and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.</td>
<td>Legal, Social and Ethical Issues Module and Exam</td>
<td>5,9</td>
<td>III</td>
<td>4</td>
<td>6</td>
</tr>
<tr>
<td>Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate and use information resources to support research and learning.</td>
<td>EdTech Research and Collaboration, Final Exam</td>
<td>5,9</td>
<td>I</td>
<td>3</td>
<td>9, 7, 5</td>
</tr>
<tr>
<td>Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital age media and formats.</td>
<td>Blackboard Discussion, Weebly, Livebinder, Final Exam</td>
<td>10</td>
<td>II</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Collaborate using digital tools and resources to support student success and innovation.</td>
<td>EdTech Research and Collaboration</td>
<td>6, 10</td>
<td>II</td>
<td>1, 3</td>
<td>1, 4</td>
</tr>
<tr>
<td>Facilitate experiences that advance student learning, creativity, and innovation through use of technology</td>
<td>Livebinder, Nearpod, Google, Coding Activity, Tech Profile, Infographic</td>
<td>4,7</td>
<td>V</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.</td>
<td>Nearpod, Google, Coding Activity, Tech Profile, QR Code, Infographic</td>
<td>1,3,4, 7</td>
<td>V</td>
<td>2</td>
<td>10, 7</td>
</tr>
<tr>
<td>Evaluate and design technology-based assessments.</td>
<td>Assessment Assignment, Nearpod, Google</td>
<td>8</td>
<td>IV</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Use technology to collect, analyze and represent data.</td>
<td>Assessment Assignment, Google</td>
<td>8</td>
<td>IV</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**DISPOSITIONS** Candidates will demonstrate:

<table>
<thead>
<tr>
<th>Disposition</th>
<th>Module and Exam</th>
<th>Page</th>
<th>Section</th>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advocate and model ethical and appropriate use of technology.</td>
<td>Legal, Social and Ethical Issues Module and Exam</td>
<td>9</td>
<td>III</td>
<td>3, 4</td>
<td>6</td>
</tr>
<tr>
<td>Disposition to use technology to address differences in student learning and performance</td>
<td>Nearpod, Google,</td>
<td>3</td>
<td>V</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Disposition to integrate technology into teaching.</td>
<td>TPACK, Nearpod, Coding Activity, Livebinder</td>
<td>1,7</td>
<td>V</td>
<td>1, 2</td>
<td></td>
</tr>
<tr>
<td>Disposition towards professional development in the area of educational technology</td>
<td>Technology PDP</td>
<td>9</td>
<td>VII</td>
<td>2, 5</td>
<td></td>
</tr>
</tbody>
</table>
COURSE POLICIES

Course Grades:
A = 93-100% Outstanding achievement; for the highest accomplishment
B = 83-92% Praiseworthy performance; above average
C = 73-82% Average; for satisfactory performance
D = 63-72% Below average achievement
F= Below 63% Unsatisfactory performance

Communication
The best way to reach me is through by emailing jerankin@frostburg.edu. I will reply to email within 24 hours, usually sooner. Response times will vary on the weekend. If you would like to speak via phone or video chat, email me with your preferred times to set up an appointment.

Classroom attendance
There is no in-person attendance required in this course because it is offered online this semester. You are still required to do the module check-ins and discussions to receive the participation points for the semester.

Course schedule
Please see the syllabus for the course schedule. Assignments will be due on Wednesdays throughout the semester and will be submitted through Canvas.

Feedback
I strive to return all graded work as soon a possible, usually within a week. Please look for my detailed feedback and use it to improve on your next assignment.

Student expectations
TEXT: Students will need to purchase access to the text in Pearson Revel, which is found on the left side of the navigation pane in Canvas. All text assignments will be available in the first module, but each contains a specific due date. You may work ahead to complete the text assignments if you choose.

Students should check FSU email daily and login to the Canvas course at least three times per week. Make sure your Canvas notifications are set properly to receive class communications.

If you need help with Canvas, contact the Canvas help from the left navigation or contact the helpdesk: 301-687-7777, helpdesk@frostburg.edu for technical issues.

Academic Dishonesty: The University considers academic dishonesty to be impermissible and subject to disciplinary actions.

“Academic dishonesty is defined to include any form of cheating and/or plagiarism. Cheating includes, but is not limited to, such acts as stealing or altering testing instruments; falsifying the identity of persons for any academic purposes; offering, giving or receiving unauthorized assistance on an examination, quiz, or other written or oral record. Plagiarism is the presentation of written or oral material in a manner which conceals the true source of documentary material; or the representation of material which uses hypotheses, conclusions, evidence, data, or the like, in a way that the students appears to have done work which he/she did not, in fact do.” (The Pathfinder, Frostburg State University)
**Specific learning need:** If a student has a disability, one that may require special consideration by the instructor, and has been confirmed by the Office of Student Services, information should be provided in writing to the instructor including suggestions for assistance in participating in and completing class assignments. This should be accomplished no later than the end of the second week of class.

**Attendance/ Punctuality:** Students are expected to complete the module check-in by the Wednesday due date. This check-in, along with attendance to the Canvas modules within the online course will serve as your participation grade this semester.

**Late Assignments:** All assignments and projects are due on the date scheduled WEDNESDAYS, before 11:59 p.m. It is the responsibility of the candidate to make sure that all assignments are submitted through Canvas or Taskstream, in the correct format. If the assignment cannot be opened, it will be considered late until a copy of the assignment can be provided. As a backup, assignments may be emailed to the instructor. If an assignment is late, the student’s grade for the assignment will be lowered 10% for each day it is late. Assignments will be accepted up to 6 days late. Assignments submitted after 6 days will not be eligible for any points.

**REPORTING OF CHILD ABUSE:**

Please be aware that according to state law in Maryland, educators are required to report current and past child abuse and neglect even when the former victim is now an adult and even when the former alleged abuser is deceased. If you disclose current or past abuse/neglect in class, in papers, or to me personally, I am required by law to report it. Please see me if you are interested in more information about this law.
## COURSE SCHEDULE

*Professor reserves the right to make adjustments in the schedule as needed.

<table>
<thead>
<tr>
<th>Session</th>
<th>Date</th>
<th>Topic, Activities and Assignments</th>
</tr>
</thead>
</table>
| 1       | 1/26   | Course Orientation and requirements, survey  
**Topic: 21st Century Teaching, Educational Technology Issues and Trends**  
Activity: Exploration of Tech Tools, Livebinder  
Homework: Set up Livebinder, Tech Profile, Annotated Bibliography |
| 2       | 2/3    | Assignment due today: Annotated Bibliography, Tech Profile  
**Topic: Transforming Learning with Unique, Powerful Technology**  
Activity: QR Codes, Tools for Research  
Homework: QR Code, 5 Research articles in Diigo, Flipped Classroom Padlet |
| 3       | 2/10   | Assignment due today: QR Code Activity, 5 Research articles in Diigo, Flipped Classroom Padlet  
**Topic: Transforming Learning with Unique, Powerful Technology**  
Activity: Technology Collaboration with Blendspace  
Homework: Blendspace Collaboration, submit public Diigo link |
| 4       | 2/17   | Assignment due today: Blendspace Collaboration  
**Topic: Transforming Learning with Unique, Powerful Technology**  
Activity: Nearpod and other presentation tools  
Homework: Nearpod |
| 5       | 2/24   | Assignment due today: Nearpod  
**Topic: Expressing Creativity with Multimedia Technologies**  
Activity: Infographics  
Homework: Infographic |
| 6       | 3/3    | Assignment due today: Infographic  
**Topic: Transforming Learning with Unique, Powerful Technology**  
Activities: Google Projects  
Homework: Google Form, Flubaroo and Flippity |
| 7       | 3/10   | Assignment due today: Google Form, Flubaroo and Flippity  
**Topic: Exploring Problem Solving with Software, Apps, and Games**  
Activities: App Exploration  
Homework: App Evaluation |
| 8       | 3/17   | Assignment due today: App Evaluation  
**Topic: Transforming Learning with Unique, Powerful Technology**  
Activities: Legal, Ethical, and Social Issues in Technology Resources  
Homework: Study for Test |
| 9       | 3/24   | Assignment due today: Legal, Ethical, and Social Issues in Technology Test and Activities  
**Topic: Engaging Students in Assessment**  
Activities: Technology Tools for Assessment  
Homework: Digital Assessment, |
| 10      | 3/31   | Assignment due today: Legal, Ethical and Social Issues Test, Digital Assessment  
**Topic: Exploring Problem Solving with Software, Apps, and Games**  
Activities: Resources for Assistive Technology  
Homework: Assistive Technology Resource Screencast |
| 11      | 4/7    | Assignment due today: Assistive Technology Resource Screencast  
**Topic: Integrating Technology and Creating Change as Teacher Leaders**  
Activities: Coding explorations, Scratch  
Homework: Code.org Module, Scratch |
| 12      | 4/14   | Assignment due today: Scratch Project  
**Topic: 21st Century Tools for Communication** |
<table>
<thead>
<tr>
<th>Date</th>
<th>Assignment</th>
<th>Details</th>
</tr>
</thead>
</table>
| 13   | 4/21       | **Assignment due today: Professional Website**  
**Topic: Expressing Creativity with Multimedia Technologies**  
Activities: Virtual Reality and Augmented Reality  
Homework: VR/AR Project |
| 14   | 4/28       | **Assignment due today: VR/AR Project**  
**Topic: Integrating Technology and Creating Change as Teacher Leaders**  
Activities: FINAL EXAM - Use the template to create a technology professional development plan. Upload to MTTS: 7 in Taskstream  
Homework: Technology PDP  
Extra Credit Activities: Become a Google Certified Teacher Level 1  
[https://teachercenter.withgoogle.com/certification_level1](https://teachercenter.withgoogle.com/certification_level1)  
Submit screenshots of ALL completed modules |
| 15   | 5/6        | Assignment due today: Technology PDP |