Instructor Information

Name: Harmony Richman
Office location: McFarland 427C
Office hours - See instructor's calendar to set up an appointment.
Phone Number: 701-200-3897 (Cell); 701-845-7198 (Office)
Email: harmony.richman@vcsu.edu

Course Description

Educational Technology is a study of the development and integration of information (instructional) technology in the classroom. Special emphasis will be given to the use of computer and internet as instructional tools in the classroom.

Course Prerequisites

None

Course alignment in the Professional Education Sequence Curriculum

VCSU School of Education aligns course curriculum with ND State Standards, InTASC Standards, Program Learning Outcomes, and Teaching for Learning Capstone (TLC).

Standard	Code	Assessment
Business Education Standard	03020.2	Powerpoint projects, Dynamic Learning Plan, Creation choice board, coding, Classroom websites
Business Education Standard	03020.6	Power point projects, Dynamic Learning Plan, Creation choice board, coding, classroom websites
InTASC	#5	Dynamic Learning Plan Project
InTASC	#8	Classroom Website
InTASC	#9	Copyright, creative commons and technology policy.
PLO/TLC	Plan	Dynamic Learning Plan Project Creation Choices Boards utilizing a variety of individual effective lessons using chosen technologies.
PLO	Evaluate	Peer evaluation of classroom website and dynamic learning plan project.
PLO	Reflect	Reflect on various best practices for educational use based on research in the following areas (Immersive Technology, Effective Apps, Classroom Websites)
TLC	Cross-Cutting Themes: Diversity and Technology	Classroom Website (Tech Tools)

<u>Course alignment in the International Society for Technology in Education (ISTE)</u>

ISTE Teacher Standards – are standards for evaluating the skills and knowledge educators need to teach, work and learng in an increasingly connected global and digital society.

1. Design and develop digital age learning experiences and assessments.
2. Model digital age work and learning.
3. Promote and model digitial citizenship and responsibility.
4. Engage in professional growth and leadership.

ISTE Student Standards – are standards for evaluating the skills and knowledge students need to learn effectively and live productivtly in an increasingly global digital world.

1. Creativity and innovation
2. Communication and collaboration
3. Research and information fluency
4. Critical thinking, problem solving, and decision making.
5. Digital citizenship.
6. Technology operations and concepts.

<u>Required Student Resources</u>

Textbook: Bell, K. (2018) *Shake Up* Learning. La Vergne: Dave Burgess Consulting, Inc. ISBN 978-1-946444-69-1
Cooding tool required: Sphero Mini, you may choose any color.
Technology tools required: Internet access which is regular and dependable. Internet browser (Firefox or Google Chrome preference), Office 365, Adobe Acrobat Reading, Adobe Flash Player, microphone/camera options (via computer) additional free web-based software.
Other items: Access to a printer, post-it notes of two sizes, and index cards (can be any size, lined or unlined).
Optional items: laminator with laminating sheets, Dawn dish soap, metallic paint, Modge Podge, popsicle sticks or small round discs.

<u>Learning Targets</u>

EDUC 300 students will be completing assessments, projects, and performances while learning

1. Concepts of computation creation (i.e. sequence, loops, events) by learning to express complex activities using a sequence of simple instructions which combines animation and music, testing and debugging, reusing and remixing by working on self-directed projects. (*Assessment: Coding with Sphero Gameboard*)
2. To analyze a variety of society issues in the digital culture of instructional technology. (*Assessment: Choose your Adventure, Shake Up Learning Book Study*)
3. To apply and analyzing local, regional, and global issues regarding the use of digital content for educational purposes. (*Assessment: Choose your Adventure, Shake Up Learning Book Study*)
4. To identify similarities and differences between Creative Commons and Copyright with respect to technology tools. (*Assessment:Creative Commons Padlet*)
5. Compare, define, and analyze teaching theories, best practices, and ISTE standards in a digital society. (*Assessment: Choose your Adventure, Professional Development discussion, effective apps*)
6. To design a dynamic learning lesson plan which incorporates technology as a means of creation and sharing. (*Assessment:Dynamic Learning Lesson Plan, Shake Up Learning Book Study*)
7. To evaluate and develop instructional learning components for teaching and learning through informed and reflective decision making. (*Assessment: Powerpoint Projects, Creation Choice Board, Classroom Websites, Effective Apps, Immersive Technology Exploration, Shake Up Learning Book Study*)

Assessment for learning:

1. Shake Up Learning Book Study Video Discussion
2. Choose your Adventure
3. Ed Tech Vision Board Assignment
4. Creative Commons Resorse Padlet Assignment
5. What Makes and Effetive App?
6. Growth Mindset Plan for Dynamic Learning Lesson Plan
7. Dynamic Learning Lesson Plan
8. Coding with Sphero Gameboard

9. Creation Choice Board
10. Powerpoint Projects
11. Classroom Websites
12. Ed Tech Personal Learning Network (PLN) Gameboard
13. Immersive Technology Analysis and Venn Diagram Assignment
14. Professional Development within Educational Technology Assignment

Course Evaluation Procedures and Grading Criteria

Education courses at Valley City State University will be assessed based on discussions, assignments, reflections, formative and summative assessment projects, course specific projects, a midterm and a final examination. Feedback and grades will be completed within two weeks of the assignment due date and posted in Blackboard. All assignments completed for a grade will be uploaded to blackboard, emailed assignments will not be accepted.

Attendance Policy
According to Valley City State University Policy V.530.08 attendance is required in courses. Student who know they are going to be absent from a course session, should contact their instructor as soon as possible.
This course follows the following attendance guidelines:

1. If you are experiencing any problems (family difficulties, sick relatives, etc.) that are affecting your academic performance, you must inform me of such problems ASAP if you want me to take them into consideration. The sooner I know about a problem, the more understanding I will be. If you come to me during the last week of the semester, before grades are about to be assigned to discuss difficulties which have affected you throughout the term, you will find that I am not nearly as understanding and I can do very little to help you with your grade.

Participation
For this course to be successful, active participation by everyone is required. Participation occurs through consistent, punctual, prepared, and interested attendance at and involvement in course meetings and activities. Students are expected to engage in critical dialogue about the topics and readings. Absences must be discussed with the instructor in advance or the student will may miss assignments that have point value toward the final grade for the course.

1. Due dates for all assignments will be given throughout the duration of this course. Sufficient notice of due dates for assignments will be given, there is no reason why the assignments cannot be completed on time.
2. It is unfair to selectively grant extenensions to some students and not others. Therefore, late assignments are not accepted. Addendums to this rule may include medical and/or prior approval from the instructor. A zero will be given for any assignment not turned in by the deadline.

COVID-19 Classroom Access Statement
In accordance with CDC recommendations, all members of the VCSU Community, including students, faculty, and staff, are required to wear face masks in public areas such as hallways, restrooms, and classrooms. If you are not able to wear a face mask, please plan to attend your clsses using synchronous remote delivery.

Every member of the VCSU Community is expected to exhibit responsible behavior to support the health of the rest of the community. To help you make responsible choices, all face to face classes at VCSU are available via synchronous remote delivery. Please use this feature
- If you feel sick
- If you are in quarantine because you or a close contact have COVID
- If you are at risk, or live with someone who is at risk and need to limit your contact with others
- If you are unable to wear a face mask in the classroom.

In all cases, be sure to contact your instructror so she is aware of your remote precense and can make the effort to involve you directly in the class activities. You do not have to indicate your health status; synchronous remote delivery is available to every student who needs it. Simply let your instructor know that you will be attenting remotely, either on a given day or for a specified period of time.

You are expected to attend synchronously, meaning during the regularly scheduled course time, from your remote location. This course will use Zoom to connect you to the classroom. Connection instructions are located in our Blackboard course under the Course Information heading.

Online Courses
Courses in the online program follow the Expectations of Students Taking Online Courses Policy V530.11. Students should have reliable access to the Internet, actively participate, meet course deadlines, communicate regularly with faculty, and complete work with academic integrity.

Grading Scale
Total points accumulated will determine the final grade.
94-100%   A
87-93%   B
80-86%   C
73-79%   D
Below 72%   F

Valley City State University Policies

Academic Integrity
According to VCSU Policy V.530.01 "Academic integrity in students is recognized as a fundamental objective of higher education". Student who violate VCSU's academic integrity policy are reported to the Vice President of Academic Affairs.

Support Services through Valley City State University

Americans with Disabilities Act for Students
Valley City State University will provide reasonable accommodations, promote an inclusive campus environment, and encourage student independence. Reasonable accommodations are afforded to eligible students and are individualized to address specific functional limitations based on the documentation provided by a certified/licensed professional. To request accommodations, contact Disability Support Services.

Library
The School of Education embraces the use of research in teaching and learning. VCSU's Library has an extensive resources for K-12 curriculum, both online and on library shelves.

<u>Table 1 Course Schedule</u>
The Topics are subject to change based on learners, weather, and other components that are unable to be identified before the semester begins.

Week/Module/Topics	Dates	Topics, Readings, Assignments, Due Dates, Deadlines
1		Course introduction Create Ed Tech Vision Board Ed Tech Game Board
2		Growth Mindset with Ed Tech Digital Breakout Activity Shake Up Learning Book Study Chapters 1 - 3
3		Introduce Dynamic Learning Project Coding Lesson using Nearpod Coding Vocabulary TikTok with a Partner Coding with Sphero Gameboard Start
4		Growth Mindset Plan for Dynamic Learning Project Shake up Learning Book Study Chapters 4 – 6 Coding with Sphero Gameboard
5		Coding with Sphero Gamboard Coding Acrtivity Exploration using Padlet Creative Commons vs. Copyright
6		Shake up Learning Book Study Chapters 7 – 9 Choose your Learning Path "Technology Policy or LMS Study"
7		Powerpoint Choice Board
8		Shake up Learning Book Study Chapters 10 – 12 Powerpoint Choice Board
9		Build Classroom Websites
10		Shake up Learning Book Study Chapters 13 - 14 Classroom Website Peer Review
11		Immersive Technology
12		Shake Up Learning Book Study Chapters 15 – 16 Creation Choice Board
13		Shake up Learning Book Study Chapters 17 – 18 Creation Choice Board
14		Shake Up Learning Book Study Chapters 19 – 20 Creation Choice Board
15		Creation Choice Board Dynamic Learning Lesson Plan Rough Draft Peer Review
16		Dynamic Learning Lesson Plan Due Book Snap Professional Development Apple Classroom Tutorial

Week/Module/Topics	Dates	Topics, Readings, Assignments, Due Dates, Deadlines
Final Exam	Dec. 14th 8A – 9:50A	Apple Teacher Due Final Activity