

IT 546

Instructional Technology and Education



1

The Beginning

What doors can Technology
open for you?



Big Ideas



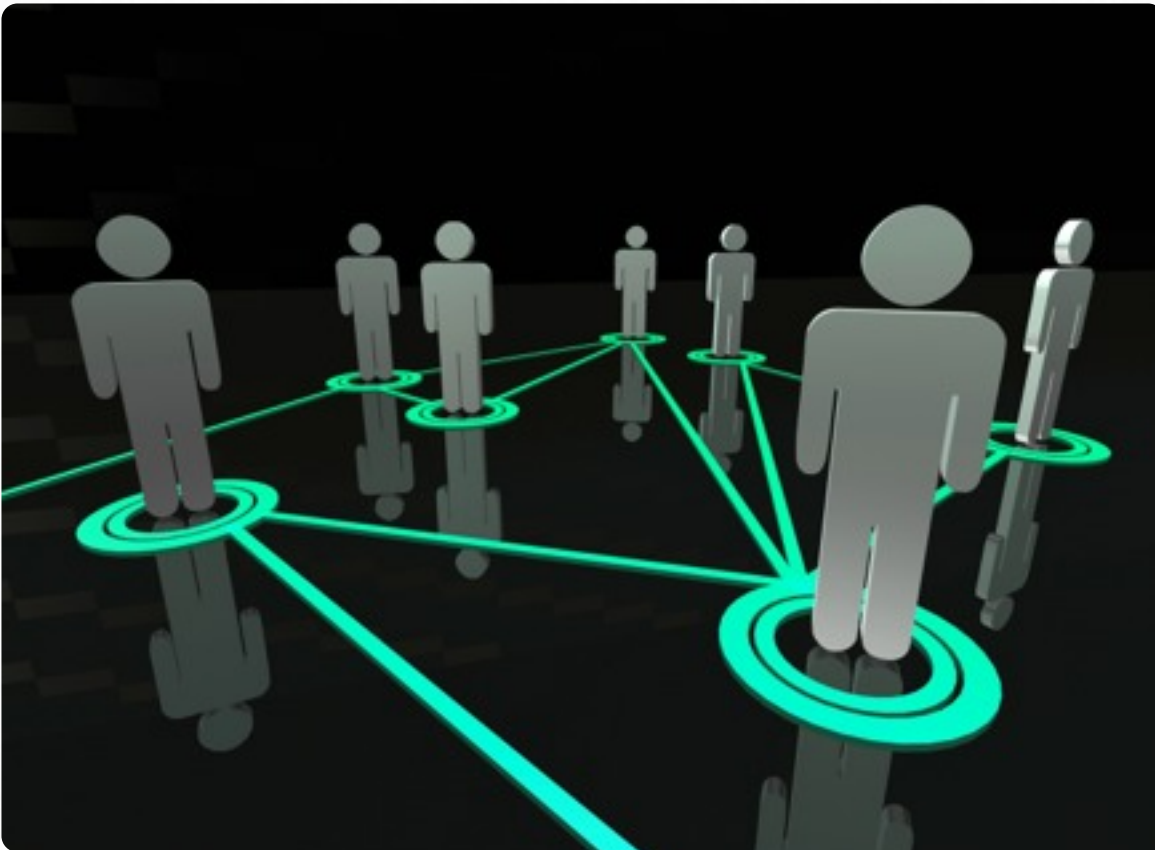
- Technology changes
- We live in a digital age that requires working and teaching with technology
- The use of technology demands critical thinking
- Technology affords connection to and participation in global and local learning communities
- The use of technology requires ethical and responsible behavior
- We learn through social construction of knowledge
- Students are active learners
- It's how you use the tool for learning that matters
- Sometimes we learn about computers, sometimes we learn from computers, but what is most important is learning with computers

2

The Networks We Traveled

“Any growth requires a temporary loss of security.”

-Madeline Hunter



THEMES for the Course

- **Digital Natives/Digital Immigrants**

- a vision of students today in class activity - concept maps, Twitter feeds, SmartBoard

- **Media Literacy in Education: Rethinking Learning in the 21st Century** (discussion in break-out groups online - Google Hangouts)

- What does the new culture of learning look like, according to you and what you read?
- How does the rapid change in technology affect you personally? Professionally?
- What will an educated person in the 21st century look like? What kinds of knowledge do we need now?
- What is the role of play in adult education? in professions?

- How has technology changed relationships? Consider this 8:37 minute film in discussing relationships http://www.youtube.com/watch?v=7FuNaGo_FOM

- **Open Education and MOOCs**

- Online discussion in breakout groups
- How do you, as an instructor, feel about freely sharing of resources you create?
- In what ways can open educational resources innovate teaching and learning?
- Do you agree or disagree that “open teaching provides individuals who might otherwise never have the opportunity to experience post-secondary learning a free and open chance to participate.” Why?



- What do you see as the advantages and disadvantages of MOOCs? Did you know that Canvas offers MOOCs? <https://www.canvas.net/>
- What can we learn about teaching from MOOCs?

- **Visual Literacy and Envisioning Information**

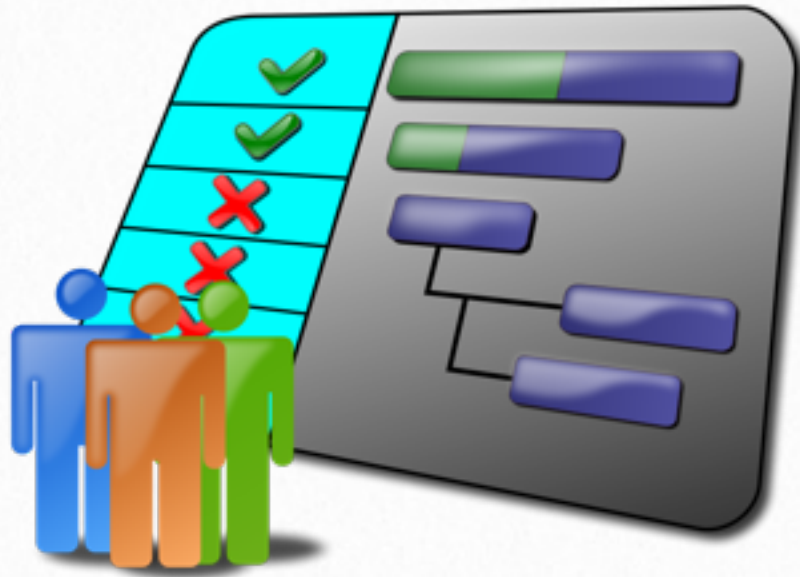
- Online asynchronous discussion or visual artifact

- **Technology and Social Justice**

- Keyword wiki

Projects/Assignments

- Amazing introductory videos
- Key Word Wikis
- Visual Literacy Exercise
- Pinterest Activity
- Reference Management (Zotero)
- Electronic Survey Spreadsheet
- Infographic
- Website
- New Technology of your choosing (podcast, glog, etc.)



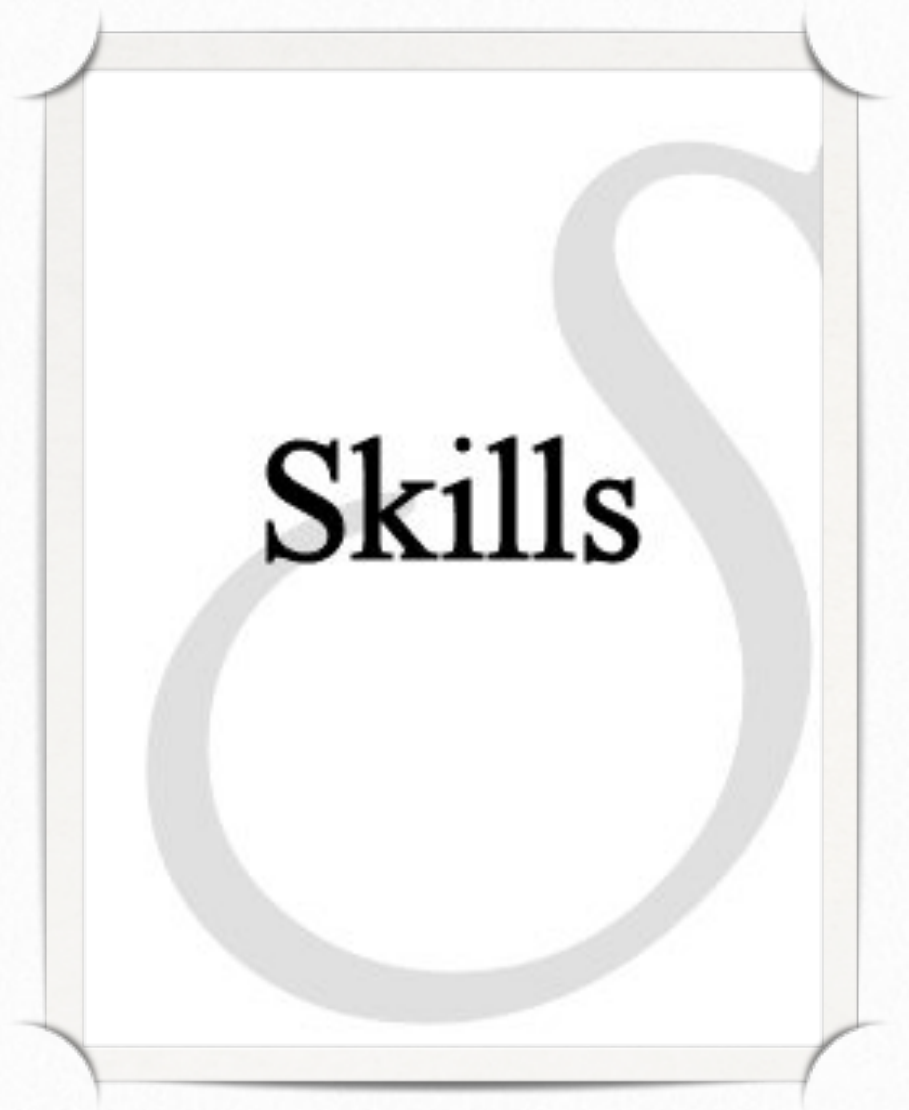
Your contributions to the readings

- Michelle- Flipped Classroom Video
- Caitlin - Google Hangout on Air
- Melanie - Free video player (videolan)
- Mari- Blended Learning PowerPoint
- Misha- Banský presentation
- Gabe - article on web-based tools for research cycle
- Brian D - Evernote
- Brian J - Free Rice
- Wendy - ECAR infographic
- Lynette - Ted Talk from Sugata Mitra
- Jesse - Gapminder
- Jacob - Fundraising sites
- Christina - Trello
- Becca - Global Trends 2030 report
- Cameron - Tegrity
- Josh - MixedInk
- Mel- Visual Literacy



Skills you've (maybe) enhanced/learned or technologies you've learned about

- Working with video
- Uploading to YouTube/Vimeo
- Creating electronic surveys
- Screen shots and/or screen casts
- How to use Pinterest
- Working with images
- Working with spreadsheets
- How to create a website
- Working with Audio
- How to analyze images
- How to create a social research network (Zotero, Diigo, etc.)- links are in Canvas
- iBooks author and ebooks
- Personal Learning Networks - Links in Canvas
- Universal Design Strategies - links in Canvse
- Creativity, Problem-Solving, Collaboration, Information Literacy



3

Mapping to Standards

“If we teach today as we taught yesterday, we rob our children of tomorrow.”
-John Dewey

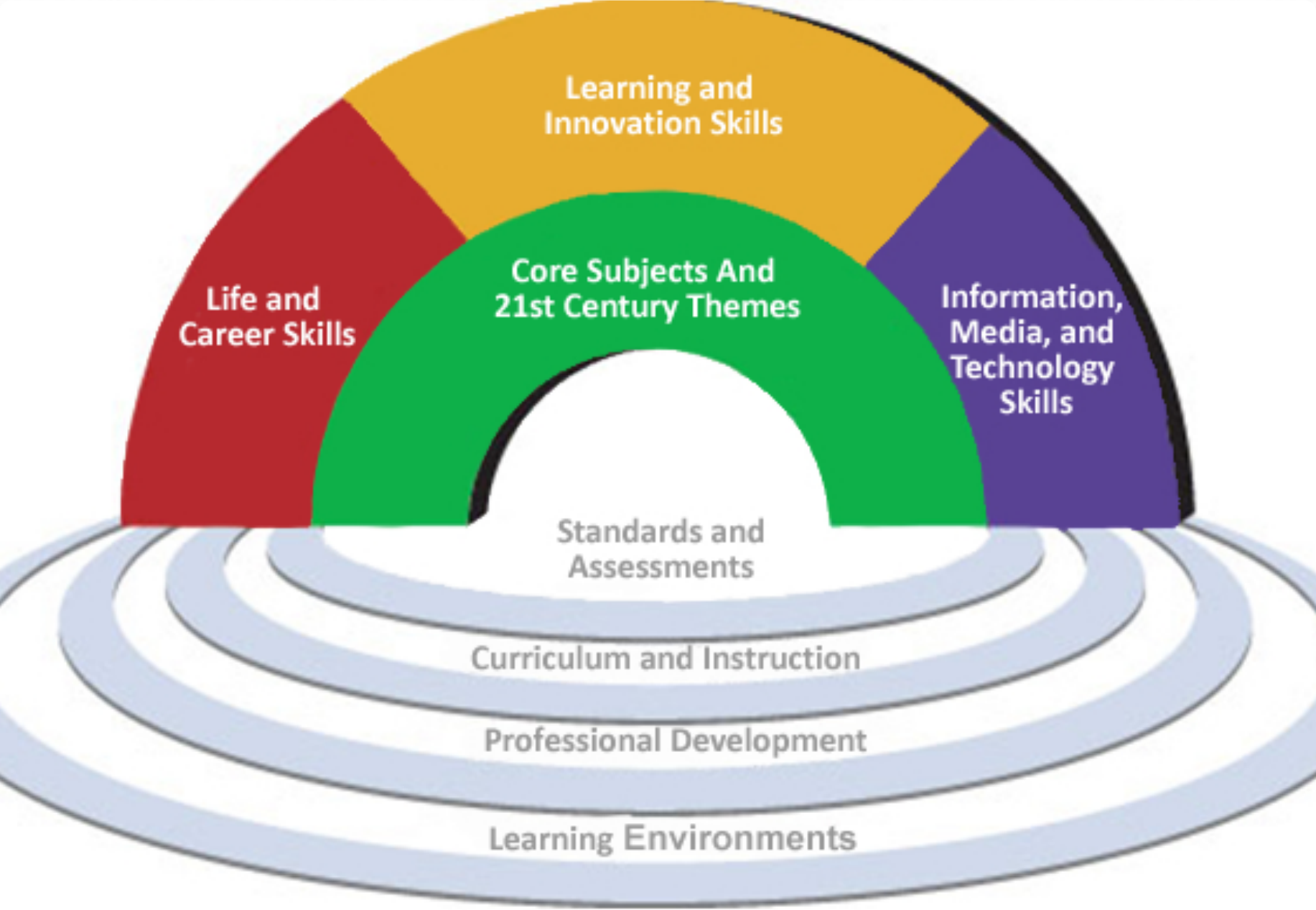


Figure 1 - P21 Framework for 21st Century Learning

Standards

1.1.a: Utilize and implement design principles which specify optimal conditions for learning

PowerPoint on Universal Design:

- Expression of Content
- Representation of Content
- Means of Engagement

1.1.3b Demonstrate personal skill development with at least one: computer authoring application, video tool, or electronic communication application

- Introductory video, Infographic, Website, Wiki, Pinterest

2.0.1: Select appropriate media to produce effective learning environments using technology resources

- Philosophy of Technology Project

2.1.1 Develop instructional and professional products using a variety of technological tools to produce text for communicating information.

- Final Project

2.1.3: Use presentation application software to produce presentations and supplementary materials for instructional and professional purposes

- Infographic

2.1.4 Produce instructional and professional products using various aspects of integrated application programs.

- Introductory video, Infographic, Website, Wiki, Pinterest

2.3.3 Use imaging devices (e.g., digital cameras, video cameras, scanners) to produce computer-based instructional materials.

- Introductory Video

2.4.1 Use authoring tools to create effective hypermedia/multimedia instructional materials or products.

- [Wiki, Website, Learning Management System \(Moodle, Canvas\)](#)

3.4.1 Identify and apply standards for the use of instructional technology.

- [Visual Literacy](#)
- [Universal Design for Instruction](#)

3.4.3: Identify and apply copyright and fair use guidelines

- [Links to Creative Commons](#)

4.0.1: Demonstrate leadership attributes with individuals and groups (e.g. interpersonal skills, group dynamics, team building)

- [Group Project](#)
- [Online Discussions](#)
- [Jigsaw Discussion](#)