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
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=75xNnQo_BQM

“Any growth requires a temporary loss of security.”
-Madeline Hunter
• 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 SurveySpreadsheet
- 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 - Bansky 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 Canvas
- Creativity, Problem-Solving, Collaboration, Information Literacy
Mapping to Standards

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

- John Dewey
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