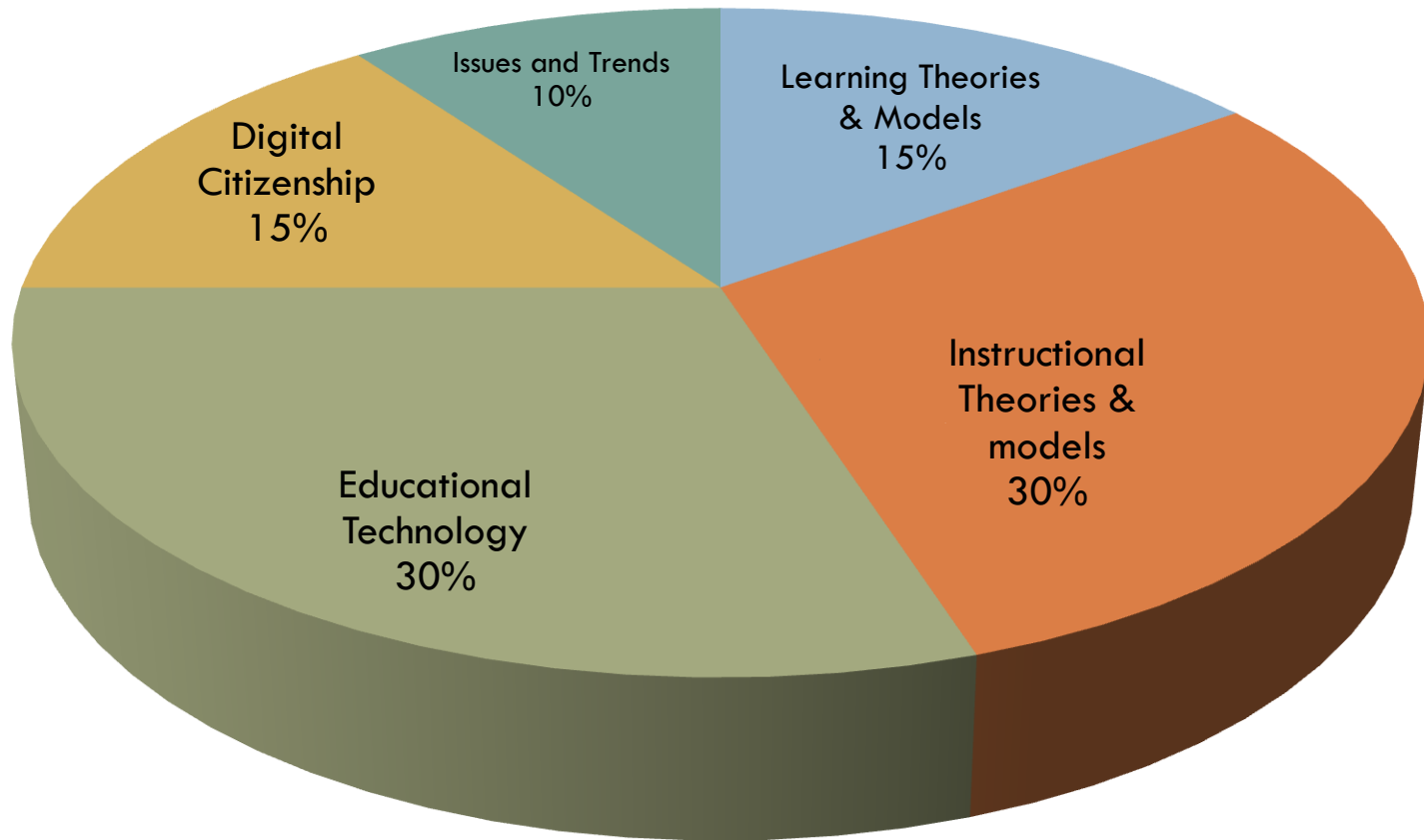


EDU 420

COURSE ORIENTATION

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Course Structure



Educational Technology

- Microsoft Office
- Windows Vista
- Educational Software
- Web1.0
- **Web2.0**

Instruction Theories

- Historical view of educational technology
- National Technology Standards
- ICT/Media literacy
- 21st century learner
- 21st century knowledge and skills
- 21st century classroom

- TPCK
- Disruptive innovation
- Collectivism
- Sharism
- Internet learning environment

Instruction Models

- WebQuest
- Big6
- NTeQ
- 8-Step
- Internet Inquiry
- Technology & Learning Continuum
- e-Portfolio
- Digital Textbook
- Visual Learning
- **ETPA: Engaging, Teaching, Practicing, Assessing**

Assessment & Evaluation

- **Web source evaluation**
- **e-Learning assessment**

Learning Theories & Models

- E-learning
- Distributed learning
- Microlearning
- Incidental learning/Unintentional learning
- Cooperative learning
- Collective learning
- Online collaboration
- Learning by searching
- Learning by gaming
- Learning by connecting
- Learning by sharing/socializing

Digital Citizenship

- **Nine Themes of Digital Citizenship**
 1. Digital Etiquette
 2. Digital Communication
 3. Digital Literacy
 4. Digital Access
 5. Digital Commerce
 6. Digital Law
 7. Digital Rights & Responsibilities
 8. Digital Health & Wellness
 9. Digital Security (self-protection)

Issues

- Social, legal, ethical issues (ID theft, Porn, crime, cheating...)
- Copyright issues
- Internet safety issues (bullying, ID theft, sexual predator ...)

- Digital divide (old-young, rich-poor, country-city, native English speaker –non-native speaker...)
- Digital natives and digital immigrants
- Technology as equalizer (products, accessibility, affordability, anywhere anytime features...)
- Technology as motivator
- Knowledge explosion vs. Learning efficiency
- Instantaneous gratification and learning momentum
- Distractions vs. learning opportunities
- Technology use and plagiarism
- Old knowledge vs. new knowledge
- Memorizing vs. learning
- Digital brain vs. biological brain
- Technology and kids' health

Trends

- Trends
 - ▣ Informal learning becomes formal
 - ▣ Learning by gaming becomes normal
 - ▣ Learning by sharing becomes second instinct
 - ▣ Web2.0 gadgets as effective learning tools
 - ▣ **Accommodations** to 21st century learners
 - ▣ Teacher's role: Sage – facilitator - co-learner
 - ▣ Knowing how to find is more important than knowing how to memorize
 - ▣ Digitization of textbooks

Reference

- **Nine Themes of Digital Citizenship**
- http://www.digitalcitizenship.net/Nine_Elements.html