Syllabus

CSC 121 Technology in Education

General Information

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Department Computing Sciences

Course Prefix CSC

Course Number 121

Course Title Technology in Education

Course Information

Catalog Description Technology in Education is a survey of educational technologies that will prepare educators for a career in teaching. The course emphasizes the philosophy of technology as it relates to teaching, collaboration, accessibility responsibilities, open educational resources, emerging trends, online learning, professional development, and assessment.

Credit Hours 3

Lecture Contact Hours 3

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

None

Co-requisites

None

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Demonstrate understanding of some of the philosophical, political, social, and economic underpinnings of the roles, responsibilities, and consequences of technology in educational institutions.

2. Apply current and emerging trends in educational technology to create transparent, meaningful, and valuable educational experiences.

3. Evaluate and validate tools that promote collaboration, efficiency, efficacy for a variety of stakeholders.

Outline of Topics Covered

1. Philosophy of technology

a. Engagin students

b. Empowering students

c. Gamification

d. Ethics

e. Discarded efforts

f. Collateral learning

g. Efficiency paradox

h. Natural born cyborgs

i. Migrating student work to life account

j. Digital citizens

k. Equity

l. Frameworks

2. Using technology in the classroom to collaborate

a. Collaborative solutions

b. Content curation software

c. Content creation

d. Assessment tools

3. OER

a. Creative Commons

b. Philosophical rationale

c. Financial reality

d. True cost

e. OER resources

4. Online Learning

a. Purpose

b. Instrucitonal design

5. LMS

a. Common features and tools

b. F2F/Hybrid/Online

c. Compare and contrast LMSs

6. Accessibility

a. Universal Design for Learners

b. Legal overview

c. Essential tools

7. Emerging trends

8. Devices

9. Digital literacy

a. Library partnerships

b. Citizenry

10. Professional Development

a. Designing

b. Delivering

c. Opportunities

11. Assessing technology

a. Assessing software

b. Assessing hardware

Program Affiliation

This course is required as a core program course in the following program(s)
AA Liberal Arts & Sciences: Childhood Education (TET)