

ED: EDUCATIONAL TECHNOLOGY (EDET)

EDET S628 Technology in Instructional Design

3 credits (3+0)

Course builds on basic computing skills and their use within current educational practice of meaningful integration of technology into the classroom environment. Students will create a standards-based instructional unit modeling appropriate uses of technology to support learning, develop a variety of techniques to use technology to assess student learning of subject matter, and research best practices related to applying appropriate technology resources to enable and empower learners with diverse backgrounds, characteristics, and abilities.

EDET S632 Classroom Internet Integration

3 credits (2+2)

Focuses on the integration of online communication opportunities and strategies in teaching. Topics include electronic mail, assistive technology, web page design, computer conferencing, and emerging technologies. Students create a classroom-based project integrating online communication tools. Requires access to Internet, e-mail, word processing, gif and jpeg graphics, and web authoring. Additional lab hours required.

Prerequisite: EDET S628 and current teaching certificate, or instructor permission.

EDET S636 The Impact of Technology on Student Learning

3 credits (3+0)

Techniques, tools, and strategies for predicting and assessing the effectiveness of technology tools and interventions on student learning. Access to a classroom for at least two days per week for three weeks is required in order to complete the portfolio assignment. Requires reliable Internet and ability to download software applications for evaluation.

EDET S637 Differentiating Instruction Through Technology

3 credits (3+0)

Focuses on the use of technology as a tool to gauge and facilitate the needs and interests of diverse learners in the classroom.

Prerequisite: EDET S628 or instructor permission.

EDET S668 Educational Technology Leadership

3 credits (3+0)

Provides a reflective overview of issues relating to school leadership policy and practice in the field of educational technology. Encompasses the wide range of responsibilities of the school technology leader as a collaborative member of a leadership team. Topics include organizational change, decision making, community partnerships, legal and ethical issues, coaching and mentoring, and teamwork. A web-based course; requires Internet and e-mail.

EDET S673 Ethics in Educational Technology

3 credits (3+0)

Exploration of ethical dilemmas related to privacy, internet safety, intellectual property, new media, and relevant trends that impact educational computing policy.

EDET S674 Virtual Teaching and Learning

3 credits (3+0)

Design and implementation of effective online environments and the integration of digital technology into classroom and professional practice. Students will develop their content knowledge in digital technologies for online communication and professional development. They will organize and manage digital information, prepare and conduct lessons for online consumption, and evaluate the effectiveness of these lessons.

Prerequisite: EDET S628 and admission to a UAS educational technology program, or instructor permission.

EDET S677 Mechanical Applications of Technology

3 credits (3+0)

Students gain basic and intermediate programming skills for the purpose of manipulating robotics, drones, and wearable technology.

EDET S678 Emerging Technologies

3 credits (3+0)

Explores trends on the horizon for educational technology and learning which are expected to be implemented into the K-12 classroom within the next ten years.

EDET S679 Gamification and Open Education

3 credits (3+0)

Provides students with a foundation in game theory and design. Students create technology-based game for use in a K-12 open classroom experience. Students facilitate this experience and create a report of the impact of the experience on student learning for dissemination.

EDET S694 Practicum in Virtual Teaching and Learning

3 credits (1+0+8)

one semester experience in which the candidate instructs an online course with supervision.

EDET S698 Master's Research Project or Portfolio

1-3 credits (0+0+4-12)

A research paper, project, or a professional portfolio, jointly approved by the student's graduate committee and the student; to coincide with the student's professional objectives. The portfolio should document the required knowledge and ability to apply the standards set by the UAS School of Education (SOE). Portfolio criteria should be obtained from the SOE or the graduate advisor. The student's graduate committee may require an oral defense of either option.

Prerequisite: Permission of graduate advisor and instructor required.