

# Fall 2005 EPSY 343: Introduction to Educational Technology

Wednesdays 6:30 - 9:00 CBG CLL  
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## Weekly Syllabus

<b><u>Au</u></b> <b><u>g</u></b>	
31	Presentations: Intro, Walkabout Co-Laboratory, Tech Jeopardy (HW & SW Basics), Description of the Challenge Cycles approach, Laptop Orientation/IM. Start Web Tech Challenge (to Resources)
	Lab activities: Complete <a href="#">Presurvey</a> online. E-mail <a href="#">personal goals</a> . <a href="#">Online competencies</a> . WebCT "hello" posting.  Homework: e-mail <a href="mailto:myoung@uconn.edu">myoung@uconn.edu</a> your 5 personal goals Sign up for the Level 1 Test
<b><u>Se</u></b> <b><u>p</u></b>	
7	Web Tech Challenge (cont.), Complete Read: <a href="#">Brown (2000) Growing Up Digital</a> . Discuss on WebCT, .
	Homework: <a href="#">Prof. Tech Competencies WebQuest</a>
14	Prof Dev Challenge;
	Read: <a href="#">IM in the classroom story</a> (pdf document)
21	Prof Development/ E-portfolio development
28	Assistive Tech Challenge Cycle
<b><u>Oc</u></b> <b><u>t</u></b>	

5	PBL Challenge Logo-- programming details Jasper, <a href="http://www.cdli.ca/~elmurphy/emurphy/constructivism.html">http://www.cdli.ca/~elmurphy/emurphy/constructivism.html</a> <a href="http://www.cwrl.utexas.edu/~syverson/worldsfair/exhibits/hall3/stricklerwynn/resources/constructivism/constructtheory.htm">http://www.cwrl.utexas.edu/~syverson/worldsfair/exhibits/hall3/stricklerwynn/resources/constructivism/constructtheory.htm</a> Butterflies learning environment? yes or no? <a href="http://eduscapes.com/sessions/butter/">http://eduscapes.com/sessions/butter/</a> Journey North <a href="http://www.learner.org/jnorth/">http://www.learner.org/jnorth/</a> lesson plan: <a href="http://wwwedu.ssc.nasa.gov/fad/detail.asp?LessonID=111">http://wwwedu.ssc.nasa.gov/fad/detail.asp?LessonID=111</a> <a href="#">Integrate Learning Systems</a>
12	PBL (Cont.) Games in Education, emerging technologies
19	Complete personal goals and any cycles work (Purdue & NERA)
26	PedTech Challenge; Learner-centered <a href="#">Video Games and Education</a> .
<b><u>No</u></b> <b><u>y</u></b>	
2	Multimedia Challenge (Ethics in Learning Technology) Online Dangers: <a href="http://www.getnetwise.org/">http://www.getnetwise.org/</a> [Read Becker- Internet use by teachers]
9	Multimedia Challenge Continued: Powerpoint, Hyperstudio and Word. Gender Equity Case: <a href="http://www.gse.harvard.edu/~wit/exploring/case2.htm">http://www.gse.harvard.edu/~wit/exploring/case2.htm</a>
16	Specialized competencies and special topics
23	No Class Happy Thanksgiving!
30	Final Exam.
<b><u>De</u></b> <b><u>c</u></b>	
7	Portfolio Presentations; <a href="#">EXIT SURVEY</a>

## Course Requirements/ Grading

15%	In-class activities (e.g., Surveys & <a href="#">Treasure Hunt</a> )
15%	<a href="#">Distance Learning Master skills</a>

0%	<a href="#">The Level I Test Sign up Page</a>
15%	<a href="#">Personal goals</a> : - documented as personal portfolio and submitted at end of course.
20%	<a href="#">Online Cycles Postings and discussion</a>
5%	Self-evaluation - of overall class achievement, effort, knowledge, & skills.
30%	Final Exam - in-class short essay questions on course lectures and activities.

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## Course Objectives

Students should acquire the skills to:

- Apply the major productivity uses of computers in education.
- Identify a broad range of advanced educational technology.
- Demonstrate familiarity with research on the application of learning theories to instructional technology.  
And
- Apply this knowledge to solve real-world educational problems.

These objectives are consistent with [ISTE standards](#) (particularly the NCATE "[Foundations for all teachers](#)") for teacher preparation in educational technology and the [CT standards](#) (note .pdf file) developed by an Alliance of CT Regional Education Service Centers (RESCs). Standards for students using technology ([NETS](#)) were published Summer 1998 by ISTE in collaboration with Apple, NASA and others. See DRAFT UConn SOE [Exit Competencies](#).

For an example see some [NCATE case studies](#) of successful programs.

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