SYLLABUS
PART I
EDISON COMMUNITY COLLEGE
EDU 126S EDUCATIONAL TECHNOLOGY
3 CREDIT HOURS

COURSE DESCRIPTION

Encompasses effectively identifying, locating, evaluating, designing, preparing and efficiently using educational technology as instructional resources in the classroom related to principles of learning and teaching including legal and ethical use. Includes the development of increased classroom communication abilities through lectures, discussions, modeling, laboratory experiences and completion of a comprehensive project. Lab fee.

COURSE GOALS

The student will:

Bloom's Level		Program Outcomes
	1. Develop basic technology competencies through effective use of multiple operating systems.	
	2. Develop the basic understanding of productivity and utility software capabilities and be able to use a variety of applications.	
	3. Develop the basic understanding of using existing and emergent educational technologies in achieving curriculum goals including classroom management, curriculum design, and instructional strategies.	
	4. Develop an understanding of copyright law, use of copyrighted materials, software licensing, and other ethical issues.	
	5. Develop the ability to align curricular goals, instructional objectives, and the capabilities of electronic media through the principles of effective visual design, specification of clear instructional objectives and the production of electronic media in various digital and non-digital formats.	

CORE VALUES

The Core Values are a set of principles which are guides in creating educational programs and environments at Edison. They include communication, ethics, critical thinking, human diversity, inquire/respect for learning, and interpersonal skills/teamwork. The goals, objectives, and activities in this course will introduce/reinforce these Core Values whenever appropriate.

TOPIC OUTLINE
1. Operating Systems
2. Networking
3. Email
4. Word Processing
5. The Internet and the WWW
6. Linear Presentations
7. Grade Books and Spreadsheets
8. Utility Software
9. Educational Technology Strategies
10. Media Production