



TTh EDIT 2000 Syllabus

Introduction to Computers for Teachers

Contact Information

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Course Description

EDIT 2000 focuses on learning to create teaching and learning environments using technology. We will design and create products for learning environments through numerous activities with various technologies.

Purpose

To teach preservice educators to use and manage technology in educational settings and to communicate methods and reasons for using technology in educational settings.

Course Objectives

At the end of this course, participants will be able to:

- Develop an exploratory, experimental approach to technology with a willingness to try new applications and tools
- Define various types of learning styles and strategies and explain how technology can support the diverse needs of learners
- Operate available computer hardware and associated peripherals
- Evaluate resources for their potential for achieving instructional objectives
- Plan instruction that incorporates technology in appropriate ways
- Use technology as a personal productivity tool
- Create learning activities and products with the following software that will enhance instruction and personal productivity:
 - o Word processing software
 - o Spreadsheet software
 - o Presentation software
 - o Web development software
 - o Graphic design software
 - o Graphic organizer software
 - o Curriculum-specific software
- Recognize various implications for computer use in K-12 schools and other educational settings
- Reflect on literature related to using technology in educational settings
- Access, evaluate, and utilize online educational resources
- Explain and give concrete examples of how all the technologies learned in this class can be used to enhance instruction and personal productivity

Labs

Participants must comply with all lab procedures and policies as established by the University of Georgia.

Materials

- A 3-ring binder in which you will keep all agendas, handouts, and assignments.
- ** This will serve as a required resource notebook that will be collected at the end of the semester!**
- Keychain drive (min. 32 mg)
- ** Available in OIT Media Services room (232) and office supply stores. **

Grading

Throughout the semester we will discuss your progress in the class. This may be achieved through email, office appointments, and during class times. You are welcome to turn in assignments ahead of time for formative feedback.

LATE WORK IS NOT ACCEPTED!

You will be given the opportunity to earn a "late pass" that may be used one time during the semester.

You will be given sufficient class time to get started on assignments and ask questions. Just as other classes require you to complete research in the library or listen to language tapes, you may find it necessary to complete your work in a campus computer lab before or after class, or on weekends. You need to make sure that you budget your time wisely in order to complete all assignments and turn them in on time. Assignments are due at the beginning of class unless otherwise indicated.

Resubmitting work: If you turn in an assignment on time and receive a grade below 80%, you may resubmit the assignment within 48 hours of its return. The highest grade you can receive on a resubmitted assignment is an 80%. The portfolio, final reflection, and microteaching assignments are not eligible for resubmittal.

Attendance Policy

Participation and attendance are worth 10% of your overall grade. However, 100% of your grade is affected when you do not attend class and participate -- as it will be difficult, if not impossible, to catch up on missed work.

You are permitted to miss 2 classes during the semester without penalty. If you miss three classes, the highest grade you can receive for the course is a 90%. Missing four or more classes will result in a WF for the semester.

Attendance will be taken every class session via a sign-in sheet. You must sign in within the first 15 minutes of class to be counted present. You will be counted absent if you sign in for another student. You will be counted absent if you leave class early (unless entire class is dismissed).

Class Schedule

Thursday, August 19	First day of class
Thu, August 19 - Thu, August 26 at noon	Drop/Add
Monday, September 6	Labor Day Holiday
Friday, October 15	Midpoint Withdrawal Deadline
Thu, October 28-Fri, October 29	Fall Break
Wed, Nov 24 - Fri, Nov 26	Thanksgiving Holiday
Tuesday, December 7	Class will not meet (University operates a Friday class schedule today)
Thursday, December 9	Last day of class
Tuesday, December 14 8:00-11:00	Final Exam for 8:00 class- attendance required
Tuesday, December 14 12:00-3:00	Final Exam for 11:00 class - attendance required

Honesty Policy

All academic work must meet the standards contained in "A Culture of Honesty." Each student is responsible to inform themselves about those standards before performing any academic work. The full version of "A Culture of Honesty: Politics and Procedures" detailing UGA's policies on this matter can be found on the Internet at: http://www.uga.edu/ovpi/academic_honesty/culture_honesty.htm

Accommodations

If you have a disability and would like to request appropriate accommodations, please feel free to discuss this with me.

All individuals receiving accommodation in the classroom must be registered with Disability Services. Please visit their website at www.dissvcs.uga.edu for further information.

Projects

These are the projects you will be required to complete for this class. Additional information will be provided about each project as they are assigned. All assignments are due at the beginning of class unless otherwise stated.

Project	Percent Value
Inspiration: Developing Concept Maps and Brainstorming Webs	5%
Productivity Tools: Creating an Organized and Professional Classroom	10%
Web-based Resources: Building a Quality Collection of Teaching and Learning Resources Lesson Plan Template	10%
PowerPoint: Designing a Game for Learning	20%
Curriculum Software: Evaluating the Good, the Bad, and Oregon Trail	5%
Microteaching: Presenting a Technology-Connected Lesson	15%
Final Reflection: Communicating What You Know, What You Want to Know, and What You've Learned	10%
Web-Based Portfolio: Summarizing Your Accomplishments	20%
Resource Notebook: Collecting Resources to Use in Your Future Classroom	5%
Attendance and Participation:	2 absences: no penalty 3 absences: 10 points off final average 4 or more absences: WF assigned

The course syllabus is a general plan for the course; deviations announced to the class by the instructor may be necessary.