

Introduction to Computers for Teachers

EDIT 2000 Course Syllabus, Spring 2003

Instructor: Ikseon (Ike) Choi (Ph.D.)
Department of Instructional Technology
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Office hours: Monday and Wednesday 2:15 – 2:45 PM or by appointment
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Course WebSite: <http://www.coe.uga.edu/~ichoi/edit2000>
Class meeting: MWF, 1:25 – 2:15 PM
Room 601 or 616 (Lab) Aderhold Hall

Course Description

The computer and its educational applications for pre-service teachers. Computer-based educational applications in the areas of instruction, text and data processing, multimedia, and telecommunications. Emphasis on preparing teachers to use technology and integrating computer tools into class instruction.

Purpose

The purpose of this course is to prepare pre-service teachers to:

- 1) Acquire a fearless attitude for exploring new devices and software.
- 2) Realize the importance of integrating computer technology into class instruction.
- 3) Operate and manage microcomputers, as well as develop skills needed for the appropriate application of microcomputers in K-12 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
- Operate available computer hardware and associated peripherals
- Recognize various implications for computer use in K-12 schools and other educational settings
- Reflect on literature related to using technology in educational settings
- 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
 - concept mapping software
 - video editing software
 - spreadsheet software
 - presentation software
 - web development software
 - graphic design software
- Access, evaluate, and utilize online educational resources
- Develop a web-based portfolio to describe your work, and a web-page to describe yourself.
- Design a web-based learning environment that encourages problem solving and using web resources.

Labs

Participants will be expected to comply with all computer lab procedures and policies established and maintained by the Office of Information Technology while working in any of the available labs. Besides our lab (Aderhold 616), there are other labs in the building that you may use (Macintosh labs in Aderhold 227 & 228 and PC labs in Aderhold 233 & 618). A schedule appears outside each lab, or you may check <http://www.coe.uga.edu/oit/labs/schedules.html> for lab hours.

Materials

- A 3-ring binder in which you will keep all agendas, handouts, and assignments
- An IBM-compatible Zip 100 disk. (You can purchase these in OIT on the 2nd floor or at any office supply store)

Assignments

Updated information regarding class projects can be found at <http://it.coe.uga.edu/~ichoi/edit2000>. If you would like to do something else for any of these assignments, please talk to the instructor about it. It is negotiable as long as your proposal would be clearly beneficial to you and your future students.

<u>Assignment& Learning Activities</u>	<u>Point Value</u>	<u>Due Date</u>
Concept mapping (Inspiration)	100	1/24
Developing a video essay (video editing/digitizing)	100	2/10
Graphic design	50	2/24
Web design- Creating professional homepage	50	3/10
Web design- Creating electronic portfolio	100	3/12 & 5/2
Web design- Creating WebQuest	200	4/14
Making presentations (PowerPoint)	100	4/21
Developing a dynamic model (Excel)	100	5/2
Readings and online/in-class discussion	100	/
Participation/Attendance	100	/
Total	1,000	/

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. All assignments are considered on time if they are submitted by the due date. 50% of the possible points may be deducted if an assignment is late. You may have a chance to revise particular assignments and resubmit them within a week after receiving instructor's initial grades/feedback. It will be explained in detail during the course. 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 or at home 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.

Your final grade will be determined according to the following scale:

Points	Grade
900-1000	A (90%)
800-899	B (80%)
700-799	C (70%)
600-699	D (60%)
Under 600	F

Course Format

This course will rely on the following learning activities/teaching methods:

- a. Hands-on workshop with demonstrations and examples
- b. Project-based learning
- c. Peer tutoring and collaborative learning
- d. Reading and in-class and/or on-line discussions

Attendance Policy

Due to the interactive nature of this course, class attendance will be directly factored into your grade for the semester. Attendance will be taken at the beginning of each class session. 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. You are permitted to miss 2 classes during the semester without penalty. 10 points will be deducted from your participation grade for each absence after the first 2. If you have extenuating circumstances (extended illness, university obligations) -- you will need to provide documentation to avoid penalty.

Class Schedule

Friday, January 10	1st day of class
Monday, January 20	MLK Holiday
Tuesday, March 4	Midterm
Monday, March 17 – Friday, March 21	Spring Break
Thursday, May 1	Last day of class
Monday, May 5, Noon-3 pm	Final Presentation (TBA)

Academic Honesty Policy

All students are responsible for maintaining the highest standards of honesty and integrity in every phase of their academic careers. The penalties for academic dishonesty are severe and ignorance is not an acceptable defense. 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/~vpaa>

Accommodations

If you have a disability and would like to request appropriate accommodations, please feel free to discuss this with the instructor. All individuals receiving accommodation in the classroom must be registered with Disability Services. Please visit their website at <http://www.dissvcs.uga.edu> for further information.

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