



## COURSE SYLLABUS

EDTC 5030 - W2

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Topics in Classroom Technologies  
Maximizing Interactive Learning  
with Technology

Spring 2003

2 credits

On-line

**Course Description:** This course is for those in the educational setting who desire to improve student retention, consequently increasing learning through the use of hands-on activities to compliment curriculum across the board. This class covers the adaptation process of application software, free bundled software, and on-line searching and researching, in computer labs and in one-computer classrooms.

The course takes into account applicable subject matter across the curriculum, age-appropriate material (children to adults), and limited budget classrooms.

Whenever a hands-on activity is called for, this project will be included via student assignments with student's complete instructions for creating and completing the activity.

Three projects are required, three short critiques, and one final written paper on the importance of hands-on interaction vs. lecture only, in teaching / instructing, adults or children.

Three projects are to be approximately two pages, double-spaced; critiques are to be approximately one page double-spaced; and the final project will be approximately three pages, double-spaced. Each project should be in a different curriculum content area (math, social studies, vocabulary, reading, geography, science, etc.) and each adaptation must come from a different source (on-line, bundled software, freeware, shareware, i.e.).

### Learning Outcomes:

- Students will become familiar with individualizing on-line search techniques for age appropriate material, in all classroom topics, while adhering to specific standards.
- Students will develop an understanding of how to research for material to compliment bundled software and develop age appropriate hands-on activities or projects.

- Students will become familiar with how to research for appropriate CD-ROM software trial applications, freeware and shareware downloads to compliment classroom content resulting in hands-on activities.
- Students will be able to demonstrate adaptations of hands-on material to compliment curriculum, using strengths of the individual and students by integrating the hands-on activities into existing or new lesson plans resulting in three group projects and one final project.

## **RESOURCES**

*Text: No text required*

## **EVALUATION**

Projects count as 10 points each = 30 total

Three critiques count as 5 points each = 15 total

Participation on the bulletin board = 15 total

Final project = 40 total

95 to 100 points = A

80 to 89 points = B

70 to 79 points = C

60 to 69 points = D

## **FINAL PROJECTS**

Final projects will be returned during the last meeting period.

*Regular attendance and participation is required - this syllabus is subject to change at the discretion of the instructor.*