

Webster University

Course Syllabus

EDTC 5060.04

Educational Software: Inspiration for the Classroom

Summer 2003

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1). Course Description: This course is designed to show educators how to use visual diagrams as a teaching resource and how to use and integrate the use of Inspiration software in the classroom. Inspiration software can be used to develop ideas, organize ideas, and draw relationships, in prewriting, reviewing, and testing. Students will learn to use Inspiration software while developing a lesson plan application for an elementary, secondary, or adult level content area and throughout the curriculum.

2). Learning Outcomes: Based upon the materials presented and by participation in learning activities, the student will be able to:

- Understand how visual diagramming and concept mapping enhance learning.
- Learn basic techniques of the Inspiration software and how to design visual maps.
- Develop learning activities and lesson plans using concept-mapping techniques.

3). Schedule of Course Activities

Day 1:	Introduction to Visual Learning Methodologies/Basic Menus and Toolbars; Downloading Trial Versions of Inspiration. Using Templates, Outlining, Printing,
Day 2:	Classroom Strategies, Learning Scenarios. Maps Options, and Symbol Library, Importing Images, Designing Learning Activities, Exporting Maps, Inserting Hyperlinks. Kidspiration.

4). Resources:

Zip Disk and/or Floppy Disk: All students are required to have a PC formatted Zip Disk (100 MB) OR 2 IBM formatted floppy disks for use for storing their work. Disks are available at the bookstore as well as any large store such as Kmart, Wal-Mart, Office Max, etc. **All students must have their disks for use on DAY 1.**

Textbook: No required text. Optional: *Classroom Ideas Using Inspiration: For Teachers by Teachers* at <http://www.inspiration.com/book/thebook.html> the instructor will provide additional articles for review.

5). Attendance

Attendance is required for every session for this course. Since this is a weekend course, an absence is defined as any 3 hours during the defined class periods. One absence (3 hour period) (excused or unexcused) will result in a lowering of the final grade by one full grade level. Two or more absences (4-6 hour period) student will receive a no-credit (NC) grade or must withdraw from the course. Make-up work will not be granted in lieu of absences.

6). Final Lesson Plan Submittal

Participants will be required to design an original lesson plan using *Inspiration* or *Kidspiration* software. The lesson plan is a typed description of how the software will be used to teach a specific learning objective. The lesson plan must include the following information:

Introduction: Lesson plan title, subject area, grade level

Lesson Objective: Well-defined and specific learning objective, how that objective fits into an overall unit, lesson plan area for the Inspiration activity (anticipatory, content, practice, review, assessment).

Implementation Plan: Describe how the lesson will be implemented. Be very specific in regards to how this activity fits into the overall unit or concept plan, how long the lesson will take, whether students will work independently or in groups, what materials are needed, what computer hardware and software is needed, how students will get graphics for the diagram, how students should perform this task, and how you will assess student performance.

Additional Notes: Describe how you previously taught this unit and how you believe this activity will improve student learning.

Concept Map: Include an example of a concept map produced by students using this lesson. (This is your idea of what the students are likely to produce as a result of this activity).

7). Evaluation:

Students will be evaluated on in class activities, and on a lesson plan design for using Inspiration as a student-directed activity. The lesson plan activity will be developed as part of the class-led activities using the techniques and skills learned in the course. The following assignments will be used to assess student performance:

Practice Concept Map	10 points	Due DAY 1.
Ideas for Using Inspiration as a Teacher Resource	10 points	Due DAY 1.
Defining Curriculum Uses	10 points	Due DAY 2.
Symbol Library, and Images.	10 points	Due DAY 2.
Draft Lesson Plan Idea	10 Points	Due by email (June 22, 2003)
Final Lesson Plan and Concept Map Example	50 points	Due by email or mail. (June 29, 2003)

Total Points Possible = 100 points

NOTE: This syllabus is subject to change at the discretion of the instructor; therefore regular attendance is required.