Summer, 2001
California State University San Marcos
College of Education

EDUC 500 Computer-Based Technology in Education
CRN: 30072 **UNITS**: 3
CLASS: 1200-1350 MWF UNIV271

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Office Hours: Mondays, Wednesdays or Thursdays by appointment, 2:00 pm – 4:00 pm (Acad211)

COURSE DESCRIPTION:
In December of 1998, the CTC adopted a new technology standard for Multiple and Single Subject Teaching Credential candidates. The new technology standard requires credential candidates to 1) demonstrate their effective use of technology at a "basic" level (Level 1) prior to issuance of a preliminary credential; and 2) demonstrate their effective use of technology at an "advanced" level (Level II) prior to issuance of a professional clear credential. The purpose of this class is to prepare credential candidates to meet this new technology standard.

Standard 20.5 - Use of Computer-Based Technology in the Classroom
Candidates are able to use appropriate computer-based technology to facilitate the teaching and learning process.

This class emphasizes the curricular implications of computer-based technologies in education. It has been designed to work in tandem with other courses in the Teacher Education Program in meeting the California State requirement for computer education course work to obtain a preliminary teaching credential. If you are entering the teacher education program, you will be challenged to use what you have experienced in educational settings, EDUC 350, and what you know about teaching children. If you are already teaching in the classroom you will be encouraged to apply what you are learning in educational settings.

PREREQUISITE
Successful completion of the CSUSM Computer Literacy requirement or approval of instructor. This course is designed to enable decision making regarding the use of computers to an educational setting. It does not cover instruction of basic computer competencies.

REQUIRED TEXT AND MATERIALS
• Teachers Discovering Computers: Integrating Technology in the Classroom (Shelly & Cashman)
• EDUC 500 Customized Reader includes articles and handouts.
• Zip Disk   (2) (Label with your name and class #, time)
• Pay for Print Card: May be purchased in Academic Hall 202

HIGHLY RECOMMENDED TEXT

NETS for Students: Connecting Curriculum & Technology. (2000). International Society for Technology in Education (ISTE). ISBN 1-56484-150-2

Optional Resources
• Online at http://www.blackboard.com/courses/CBT

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COE Mission Statement

The mission of the College of Education Community is to collaboratively transform public education by preparing thoughtful educators and advancing professional practices. We are committed to the democratic principles of educational equity and social justice for all learners, exemplified through reflective teachers, learning and service. We value diversity, collaboration, professionalism and shared governance.

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COURSE OBJECTIVES:
This class will help you to:
- gain proficiency in the use of computers
- make informed and critically reflective decisions regarding the choice, use and creation of educational technology applications

The following required competencies for all California teachers have been established by legislation. Commencing January 1, 2000, the minimum requirements for the preliminary multiple or single subject credential include demonstration of the ability to do the following:

(1) Identify issues involved in the access to, use of, and control of computer-based technologies, including, but not limited to:
    (a) the impact of technology upon the learning process;
    (b) the moral, legal, and ethical implications, including copyright infringement;
    (c) the economic and social implications of that access, use, and control, including the need to provide equitable access to technology.

(2) Demonstrate, within appropriate subject areas and grade levels, the application and use of computer-based technology as a tool to enhance the development of problem solving skills, critical thinking skills, or creative processes through course-based projects and demonstration lessons. Demonstrate knowledge of basic operations, terminology, and capabilities of computer-based technology and the use of computer hardware, software, and system components.

(3) Appropriate to the subject area and grade level, demonstrate a basic understanding of and ability to use representative programs from each of the following categories:
    (a) computer applications and electronic tools, such as word processing, data bases, graphics, spreadsheets, telecommunications (including email), portfolio management, page-layout, networking, reference, and authoring software;
    (b) technology-based activities, such as simulations, demonstrations, tutorials, drill and practice, and interactive software;
    (c) utility programs for classroom administration, such as those for record keeping, gradebook, lesson planning, generating instructional materials, and managing instruction.

(4) Demonstrate the application and use of computer-based technologies as tools to enable the development of problem-solving skills, critical thinking skills, and creative processes. Examples of such skills and processes are:

gathering and analyzing data, generating and testing hypotheses, classifying, comparing and contrasting, inferring, evaluating and composing and designing.

ADMINISTRATIVE REQUIREMENTS OF STUDENTS

This class will utilize distributed learning instructional strategies. Students must keep up with class assignments from week to week and will complete the lab assignments in both on-campus or off-campus locations. Plan to spend up to seven hours out of class each week to complete required readings, complete or expand lab assignments and to gain familiarity with educational technology applications.

Students are required to keep a copy of all work and are expected to submit examples of best practice for their portfolio evaluation. All proof of work accomplished is the responsibility of the student. Summer semester students are advised to construct a notebook style portfolio of the work done over the semester to serve as a professional portfolio and sampling of technology accomplishments.

Please be sure to read and understand the CSUSM policy on plagiarism and cheating as it will be strictly enforced. Academic dishonesty including plagiarism or copyright infringement will be reported to the University and will result in a course grade of F.

Attendance Policy

Due to the dynamic and interactive nature of this course, all students are expected to attend specifically designated classes and communicate regularly with email study groups and instructor to participate in distributed learning activities. Attendance for EDUC500 is measured by the degree of active participation both online and in class, the quality of lab work assignments, and the degree of investment as evidenced by positive interaction with professor and peers. Should the student have extenuating circumstances, s/he should contact the instructor as soon as possible.

GRADING PROCEDURES AND ASSIGNMENTS:

California State University San Marcos has adopted an all-university writing requirement. In each course, students are required to write at least 2500 words in essays, exercises, papers and examinations.

- **Lab & Writing Assignments = (50%)**
    Lab Assignments: #1, #3, #4, #6, #7, #10 = 25, 25, 25, 25, 30, 200 (305 points total)
    Writing Assignments: #2, #5, #8, #9, #11 = 15, 15, 15, 50, 100 (195 points total)
Lab Assignments will reflect work done at the computers in class or on your own time. All assignments should be printed out free of spelling and/or grammar mistakes. Writing Assignments will enable you to reflect on various aspects of software and Internet application integration in your classroom curriculum.

- **Final Exam: #12 = (30%)**
The final exam will cover all material taught from the textbook

- **Class Investment (20%)**
Your investment in this class is demonstrated through regular class attendance and participation, through active, constructive and creative contributions - both online and in class. Your experience, teaching and computer expertise, will benefit everyone and provide a valuable resource for the class. Dependability and promptness are expected. Unexcused absences will be penalized. Late assignments will receive 10% reduced points per week. If you find you cannot be in class, please make sure another class member delivers your assignment.

Grading is calculated on the standard of

94 - 100 = A	80 - 83 = B-	70 - 73 = C-
90 - 93 = A-	77 - 79 = C+	60 - 69 = D
87 - 89 = B+	74 - 76 = C	below 60 = F
84 - 86 = B		

You must maintain a B average in your teacher education courses.

Statement of CLAD Emphasis

In 1992, the College of Education voted to infuse Crosscultural, Language and Academic Development (CLAD) competencies across the curriculum. The CLAD competencies are attached to this syllabus and the competencies covered are highlighted.

Definitions

The following definitions are applied from SEC. 2. Section 44259.3 in the Education Code:

(1) "Educational technology" means the use of computer-based technology in instruction.

(2) "Computer-based technology" means technologies based on the computer, such as telecommunications, interactive video, and compact disks.

(3) "System components" means hardware and includes, but is not limited to, printers, monitors, modems, disk drives, scanners, video capture devices, video projection devices, compact disk-read only memory (CD-ROM), and other peripherals that work together in a system.

(4) "Telecommunications" means the use of computers, modems, and telephone lines to move voice, video information, and data over distances.

(5) "Networking" means terminals or computers, or both, linked for the purpose of moving information and data over distances.

(6) "Course-based project" means an end of course or challenge requirement for the purpose of demonstrating technology competency, especially computer centered subject area expertise.

(7) "Authoring software" means text, graphics, photos, pictures, video, and sound are typically sewn together into a project using authoring software. These software tools are designed to manage multimedia elements and provide user interaction.