



**COLLEGE OF EDUCATION AND PSYCHOLOGY**  
**School of Education**

<b>Course prefix and Number</b>	EDUC4321.060
<b>Course Title</b>	Integrating Technology in the Classroom
<b>Session</b>	Fall, 2021
<b>Course Meeting</b>	Online
<b>Office Hours</b>	By Appointment
<b>Instructor</b>	Woonhee Sung, Ed.D <a href="mailto:wsung@uttyler.edu">wsung@uttyler.edu</a> /CANVAS inbox 903.566.7175 BEP 243, School of Education

**Communication Policy:** Students may email any time when a question arises. Please note for email messages, I typically respond within 24-48 hrs. Weekends may vary.

**Expectations and Roles:** Course participants (instructor and students) are expected to uphold a commitment of excellence in all work and communication. This commitment of excellence demonstrates a commitment to 1) the teaching profession and 2) an exercise of leadership for the advancement of the profession of public education.

**Course Description:** In this course you will examine ways in which newer technologies can be integrated effectively in educational settings for the enhancement of teaching and learning.

**Course Goal:** As a result of this course, you should understand the history of educational technology. Furthermore, you should acquire skills to help integrate technology effectively and efficiently in your educational setting. Your skills of integrating technology will be enhanced with your new awareness of instructional tools and a new learning community.

**Student Learning Outcomes:** The course will provide you with the knowledge, skills, and attitudes necessary for using technology to enhance your teaching and your students' learning. More specifically, and in keeping with 2016 U.S. National Education Technology Standards and the 2008 National Educational Technology Standards (NETS) recommended by the International Society for Technology in Education (ISTE), by the end of the course you will better be able to:

LO1: Use technology to facilitate and inspire student learning and creativity (INTASC Principles: 2, 4, 6)

LO2: Design and develop digital-age learning experiences and assessments (INTASC Principles: 1,3, 6, 7, 8)

LO3: Model digital-age work and learning (INTASC Principles: 1, 6, 10)

LO4: Promote and model digital citizenship and responsibility (INTASC Principles: 6, 9, 10)

LO5: Recognize the importance of continued professional growth and leadership in achieving and maintaining expertise in the use of educational technology (INTASC Principles: 6, 9)

### **Evaluation and Grading**

- Projects (12 Projects) 50%
- Reading-Based Assignment & Reflections & Applications 20%
- Research Pool Requirement 5%
- Final Exam 10%
- TIP Project 15%

**Note: Last day to Withdraw from this course: November 1, 2021**

### Course Teaching Strategies

The course is fully online. Students will learn by engaging with:

- Lectures, model lessons, project-based learning, writing-based assignments, collaboration, reflection, technology portfolio, discussions, textbook readings, and social media applications.

Note: Course schedule/content is subject to change

### **Required Text**

Roblyer, M. D. & Hughes, J. E.,(2019). *Integrating Educational Technology into Teaching* (8th Ed). Pearson

ISBN-13: 978-0-13-474629-6 (digital)

ISBN-13: 978-0-13-474641-8 (Print)

Note: A student from this institution is not under any obligation to purchase or rent a textbook from a university-affiliated bookstore.

### **Technology Access:**

Hardware:

- This is an online course and will require reliable technology
- Desktop or Laptop computer with Internet access.

Note: If your Internet connection is down, it is your responsibility to seek access at a venue such as in the UTT computer lab (located in BEP 249 or HPR 134), a public library to complete and **submit your work on time.**

- A camera, microphone, and sound.

Software:

- A current operating system (Microsoft or Apple)
- A web browser (e.g., Chrome, Safari, Firefox, etc.).
- Access to Canvas and Patriot Mail
- Microsoft Office (Available at no charge to students at <https://www.uttyler.edu/it/office365/proplus.php>)

Also, standard plug-ins such as:

- Java
- Flash
- QuickTime
- Adobe Reader or another PDF reader such as Preview on the Mac

Technical Support

- UT Tyler Information Technology Hotline 903.565.5555 x2 or [itsupport@patriots.uttyler.edu](mailto:itsupport@patriots.uttyler.edu)
- 24/7 Support inside Canvas >>> Canvas Help

### Course Outline:

Date	Learning Topic and Reading	Activity / Assessment	Standards
Week 1	History of Educational Technology and Standards  <b>Reading:</b> 6 <sup>th</sup> , 7 <sup>th</sup> , 8 <sup>th</sup> - Chapter 1	<ul style="list-style-type: none"> <li>• Log on to CANVAS and review syllabus</li> <li>• Introduction #1: Post your introduction under the announcement - greeting page</li> <li>• Module 1 assignment - Reflection</li> </ul>	TES 1.B.iii, 1.E.iii ISTE 5 TEKS 126.6(B)(4)(B) Pre-Kinder INTASC Principles: 2, 4, 6, 9
Week 2	Theory into Practice: Foundations for Effective Technology Integration  <b>Reading:</b> 6 <sup>th</sup> , 7 <sup>th</sup> , 8 <sup>th</sup> ed- Chapter 2	<ul style="list-style-type: none"> <li>• Chapter Review &amp; Reading</li> <li>• Chapter Assignment</li> <li>• Project #1: Word Processing Software Project + ISTE Standards</li> </ul>	TES 1.B.iii, 1.E.iii, 6.B.ii, 1.E.iii ISTE 2,3 TEKS 126.6 B(2)(B)(C) 126.7 B(2) 126.14 C(2)(6) 126.15 C(2)(6) 126.16 C(2)(6) 126.32 C(1)(2) ELPS 74.4 C(1)(B) Pre-Kinder X.A.3, X.A.5 CCRS (cross-disciplinary standards) F.1 C.6 E.2

			INTASC Principles: 1, 2, 3, 4, 6, 8, 10
Week 3	<p>Technology Integration Pedagogy and Planning (TIP) Model; Learning Theory Instructional Software Educational Gaming</p> <p><b>Reading:</b> 6<sup>th</sup>/7<sup>th</sup> ed - Chapter 3 8<sup>th</sup> ed - Chapter 5 Assigned reading</p>	<ul style="list-style-type: none"> <li>• Chapter Review &amp; Reading</li> <li>• Chapter Assignment</li> <li>• Project #2: Word Cloud Generator Project</li> <li>• Project #3: Kahoot Gaming (read article)</li> <li>• Application Activity</li> </ul>	<p>TES, 1.B.iii,1.E.iii ISTE 1,2,3 TEKS 126.6 (B)(1)(2) 126.7(B)(1)(2) 126.14(C)(1)(2) 126.15(C)(1)(2) 126.16(C)(1)(2) 126.31(C)(1) Pre-Kinder X.A.3 CCRS (cross-disciplinary standards) E3 INTASC Principles: 1, 2, 3, 4, 6, 8, 10</p>
Week 4-5	<p>Instructional Software for 21<sup>st</sup> Century Teaching : Presentations</p> <p><b>Reading:</b> 6<sup>th</sup>/7<sup>th</sup> ed - Chapter 4 8<sup>th</sup> ed - Chapter 4 (97-137p)</p>	<ul style="list-style-type: none"> <li>• Chapter Review &amp; Reading</li> <li>• Chapter Assignment</li> <li>Project #4: PowerPoint/Sway</li> <li>• Project #5: Prezi</li> <li>• Application Activity</li> </ul>	<p>TES 1.A.i, B.i,iii, 1.E.iii ISTE 1,2,3 TEKS 126.6 (B)(1)(2) 126.7(B)(1)(2) 126.14(C)(1)(2) 126.15(C)(1)(2) 126.16(C)(1)(2) Pre-Kinder X.A.3 CCRS (cross-disciplinary standards) E3 INTASC Principles: 1, 2, 3, 4, 6, 8, 10</p>
Week 6	<p>Technology Tools for 21<sup>st</sup> Century, STEM, Maker Movement</p> <p><b>Reading: Assigned Readings</b></p>	<ul style="list-style-type: none"> <li>• Chapter Review &amp; Reading</li> <li>• Chapter Assignment</li> <li>• Project #6: STEM &amp; Programming Tool (TPACK model)</li> <li>• Application Activity</li> </ul>	<p>ISTE 4,5 TEKS 126.6 (B)(1)(2) 126.7(B)(1)(2) 126.14(C)(1)(2)(4) 126.15(C)(4) 126.16(C)(4) Pre-Kinder X.A.3 CCRS (cross-disciplinary standards) E3</p>

Week 7	<p>Technology Tools for 21<sup>st</sup> Century :Software Suites</p> <p><b>Reading:</b> 6<sup>th</sup>/7<sup>th</sup> ed - Chapter 5 8<sup>th</sup> ed - Chapter 4</p>	<ul style="list-style-type: none"> <li>• Chapter Review &amp; Reading</li> <li>• Project #7: Graphic Organizers</li> <li>• Application Activity</li> </ul>	<p>TES 1.B.iii ISTE1,2 TEKS 126.6 (B)(1)(2) 126.7(B)(1)(2) 126.14(C)(1)(2) 126.15(C)(1)(2) 126.16(C)(1)(2) 126.31(C)(2)(C) 74.4 (c)(1)(C) Pre-Kinder X.A.3 CCRS (cross-disciplinary standards) E3 INTASC Principles: 1, 2, 3, 4, 6, 8, 10</p>
Week 8	<p>Ethics, Copyright and Professional Responsibilities</p> <p><b>Reading:</b> 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> ed: Chapter 6</p>	<ul style="list-style-type: none"> <li>• Chapter Review and Reading</li> <li>• Chapter Assignment</li> <li>• Project #8: iPiccy</li> </ul>	<p>TES 1.B.iii ISTE 1,2 TEKS 126.6 (B)(5)(B) 126.6 (B)(1)(2) 126.7(B)(1)(2) 126.14(C)(1)(2) 126.15(C)(1)(2) 126.16(C)(1)(2) 126.7 (B)(5)(C) 126.14 (C)(5)(A) 126.15 (C)(5)(A) 126.16 (C)(5)(A) 126.6 (B)(1)(2) Pre-Kinder X.A.4 CCRS (cross-disciplinary standards) E3 INTASC Principles: 2, 4, 6, 9, 10</p>
Week 9	<p>Digital Citizenship</p> <p><b>Reading:</b> 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> ed: Chapter 6</p>	<ul style="list-style-type: none"> <li>• Chapter Review and Reading</li> <li>• Project #9: Using Comics</li> <li>• Application Activity</li> </ul>	<p>TES 1.B.iii 1.C.iii, 1.E.iii ISTE 4 TEKS 126.6 (B)(5) 126.6 (B)(1)(2) 126.7(B)(1)(2) 126.14(C)(1)(2) 126.15(C)(1)(2) 126.16(C)(1)(2) 126.7 (B)(5) 126.14 (C)(5) 126.15 (C)(5) 126.16 (C)(5) 126.6 (B)(1)(2)</p>

			<p>ISTE  ELPS 74.4 C(1)(B)  Pre-Kinder X.A.3, 4, 5  CRS (cross-disciplinary standards) E3, E4  INTASC Principles: 2, 4, 6, 9, 10</p>
Week 10	<p>Distance Learning</p> <p><b>Reading:</b>  6<sup>th</sup>, 7<sup>th</sup> ed: Chapter 7  8<sup>th</sup> ed: Chapter 8</p>	<ul style="list-style-type: none"> <li>• Chapter Review and Readings</li> <li>• Chapter Assignment</li> <li>• Project #10: Podcasting</li> <li>• Application Activity</li> </ul>	<p>TES 1.B.iii, 1.C.iii,  ISTE 2,3  TEKS 126.6 (B)(1)(2)  126.7(B)(1)(2)  126.14(C)(1)(2)  126.15(C)(1)(2)  126.16(C)(1)(2)  Pre-Kinder X.A.5  CCRS (cross-disciplinary standards) E3  INTASC Principles: 1, 2, 3, 4, 6, 8, 10</p>
Week 11	<p>Virtual Reality</p> <p><b>Reading:</b>  6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> ed: Chapter 8</p>	<ul style="list-style-type: none"> <li>• Chapter Assignment</li> <li>• Project #11: QR Code</li> <li>• Application design</li> </ul>	<p>TES 1.B.iii, 1.C.iii,  ISTE 1  TEKS 126.6 (B)(1)(2)  126.7(B)(1)(2)  126.14(C)(1)(2)  126.15(C)(1)(2)  126.16(C)(1)(2)  126.31(C)(2)(C)  Pre-Kinder X.A.2  CCRS (cross-disciplinary standards) E3  INTASC Principles: 1, 2, 3, 4, 6, 8, 10</p>
Week 12	<p>Differentiation</p> <p><b>Reading:</b>  6<sup>th</sup>, 7<sup>th</sup> ed: Chapter 15  8<sup>th</sup> ed : Chapter 9</p>	<ul style="list-style-type: none"> <li>• Chapter Review and Reading</li> <li>• Chapter Assignment</li> <li>• Project #12: Storytelling</li> </ul>	<p>TES 1.B.iii 1.C.i, 1.E.iii  ISTE 1,2,3  TEKS 126.6 (B)(1)(2)  126.7(B)(1)(2)  126.14(C)(1)(2)  126.15(C)(1)(2)  126.16(C)(1)(2)  ELPS 74.4 (c)(3)(J)</p>

			Pre-Kinder X.A.1 CCRS (cross-disciplinary standards) E3 INTASC Principles: 1, 2, 3, 4, 6, 7, 8
Week 13	Video, Webcams, and Virtual Field Trips  <b>Reading: Chapter 8, 12-14</b>	<ul style="list-style-type: none"> <li>• Chapter Review</li> <li>• Chapter Assignment</li> <li>• Technology Integration Project due</li> <li>• Final ePortfolio Due</li> </ul>	TES 1.A.iii, 1.B.iii ISTE 1 TEKS 126.6(B)(4)(B) 126.31(C)(2)(C) Pre-Kinder X.A.1 CCRS (cross-disciplinary standards) E3 INTASC Principles: 6, 9, 10,
Week 14	Thanksgiving		
Week 15	SAMR Model  <b>Reading: Check Canvas module page</b>	<ul style="list-style-type: none"> <li>• Module reading</li> <li>• SAMR Application activity</li> </ul>	
Week 16	Final Exam	• Final Exam	Research Pool Requirement due

## Bibliography

Bonk, C., & Khoo, E. (2014). *Adding some tec-variety*. Bloomington, ID: Open World Books.

Erenli, K. (2013). The impact of gamification-recommending education scenarios. *International Journal of Emerging Technologies in Learning (iJET)*, 8(2013), 15-21.

Nicholson, S. (2015). A recipe for meaningful gamification. *In Gamification in education and business (pp. 1-20)*. Springer, Cham

Soloman, G., & Schrum, L. (2010). *Web 2.0. How-to for educators*. International society for technology in education.

Wang, A. I. (2015). The wear out effect of a game-based student response system. *Computers & Education*, 82, 217-227.

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[Educational Technology for Inspiring Leaders](#)  
[Transforming Education for the Next Generation](#)

## Course Policies

- *Class participation*: This course is designed as an online course and you are required to participate! You will have online modules which include chapter readings, participation activities, and technology projects. Each module will be available weekly. However, you should expect to spend a minimum of six hours per module. As an online student, log in multiple times a week to participate in the course. The due dates of the assignment/project are posted in CANVAS. You are responsible to check due dates and submit your work on or prior to the due date.
- *Grading Policy*: All assignments are to be submitted on or prior to the due date. **Late work is not accepted without prior permission from the instructor.** Be aware that technical difficulties or lack of Internet access or access to required technologies and software are not accepted as excuses for late work or incomplete work. Thunderstorms are not an excuse for late work. Please proofread assignments carefully so no spelling, grammatical, and/or punctuation errors exist. Points for spelling, grammatical, and/or punctuation are included in the grading scheme for each assignment.
- *Grades of "I"* will only be given when there is a compelling reason (e.g., serious illness). If you have questions or need help, email me at [wsung@uttyler.edu](mailto:wsung@uttyler.edu)
- *Descriptions of all projects and assignments* will be posted on Canvas. Criteria mentioned in these descriptions must be followed in order to receive full credit for your work. All assignments will be turned in through Canvas. Projects are highly encouraged to also be uploaded to your online electronic portfolio.
- *Disposition*: All students in the UT Tyler Teacher Preparation Program must adhere to the professional behaviors outlined in the UT Tyler School of Education Dispositions. These dispositions are listed at the following website:  
<https://www.uttyler.edu/education/files/dispositions-all-forms.pdf>