



# **Getting Up to Speed with Cool Tech Tools**

**EDUO 9107**

**Instructor – Joe Herz, MA**

## **Public Syllabus**

### **Course Description**

Smartphones, tablets, laptops, desktops and notebooks. Clouds, collaboration, social networks, epublishing, ebooks and blended learning. There are so many tools and online resources available for both educators and students. Getting started can be daunting. Keeping current is time consuming. Help is needed to guide the tech-reluctant or novice tech-using teacher towards an understanding of newer tech tools and resources. This teacher is probably a daily user of technology. They send emails, do web browsing and use a computer for basic classroom management tasks such as grading, attendance, viewing assessment scores, doing some online research and creating basic documents. This teacher has yet to cross the line where instruction and technology merge to meet the needs of today's social, collaborative and creative digital student.

Getting Up to Speed with Cool Tech Tools presents teachers with an overview of many current tech tools and examples of their application to curriculum. These tech tools, while taking some willingness to learn will help ease teachers into a pedagogy that accepts and embraces the inevitable move to a 21<sup>st</sup> Century classroom, central to Common Core Standards where students are active instead of passive learners.

Using the text, "Cool Tech Tools for Lower Tech Teachers", the course guides participants through an understanding of basic tools including web access, laptops and mobile devices before looking at student-centered use of those tools through engaging and empowering resources, creative and collaboration resources and social learning and networking resources.

### **Course Rationale**

"As technology integration continues to increase in our society, it is paramount that teachers possess the skills and behaviors of digital age professionals. Moving forward, teachers must become comfortable being co-learners with their students and colleagues around the world.." ISTE: International Society for Technology in Education

### **Relevant Professional Standards**

This course and its materials are aligned with ISTE Student and Teaching Standards and performance indicators:

1. Facilitate and Inspire Student Learning and Creativity
2. Design and Develop Digital Age Learning Experiences and Assessments
3. Model Digital Age Work and Learning
4. Promote and Model Digital Citizenship and Responsibility
5. Engage in Professional Growth and Leadership

## Course Assignments and Assessment

Each completed assignment in this course is submitted to the instructor for review and will receive feedback assessment from the instructor indicating successful completion of assignments or the need for revision. Students will also post a Course Reflection document to an open Forum.

Upon completion of the course a letter grade will be issued. The course is designed to take 45 hours on average to complete. Assignments will be graded using the Grading Rubric.

### Grading Rubric

<b>Exemplary to Excellent</b> <b>A to A-</b>	<b>Very Good to Satisfactory</b> <b>B+ to C+</b>	<b>Unacceptable: Needs considerable improvement:</b> <b>Resubmit Work</b>
<p>All work is complete, original, and insightful. Work is of a level that demonstrates in-depth understanding of how course content, through analysis of resources, learning objectives and through participant's experience and goals can be applied toward becoming an effective teacher of 21<sup>st</sup> Century learners.</p>	<p>Most work is complete, original, and insightful. Work is of a level that demonstrates good understanding of how course content, through analysis of resources, learning objectives and through participant's experience and goals can be applied toward becoming an effective teacher of 21<sup>st</sup> Century learners.</p>	<p>Work is missing significant detail, is not insightful and lacks depth. Work clearly exhibits a lack of time spent on the assignment. Directions were not followed.</p>
<p>Very few grammatical errors. Very few revisions were required.</p> <p>Work is neat and organized with a logical progression of thought.</p>	<p>Limited grammatical errors. A limited number of revisions were required.</p> <p>Most work is neat and organized with a logical progression of thought.</p>	<p>Numerous grammatical errors. Numerous numbers of revisions were required.</p> <p>Work is not neat and/or shows little or no organization</p>
<p>Requested revisions or corrections were made in a timely manner.</p>	<p>Requested revisions or corrections were made in a somewhat timely manner.</p>	<p>Requested revisions or corrections were submitted in an untimely manner.</p>

## **Learning Objectives:**

**Participants will have opportunity to learn about and show their understanding of a variety of technology tools and online resources that help create a student-centered classroom experience. These opportunities include learning:**

- About basic tools such as web access, laptops, and mobile devices
- The basics of Webquests and how to create a basic plan for using a Webquest to supplement their curriculum
- About blogs and wikis. Participants will post comments to an existing blog and wiki
- How cloud computing works. Participants will post content to existing cloud documents
- About online blended classroom learning websites
- How to capture content from a computer screen to use for tutorials
- How to create online sharable multimedia files, posters or presentations
- How to create online audio radio-show like files on a single subject
- The use of online social publishing sites to post and read the work of writers from young to old
- How to collaborate on projects at any time from any online-capable device
- How to create simple animated avatar objects for use in class discussions and research
- How to create professional level video presentations to post online
- Uses of common and secure social networking sites for educators.

Participants in the course will:

- Interact with the instructor as assignments are completed
- Post work to a shared Discussion Forum
- View, edit and create online documents and projects

## **Technology Tools Presented in the Course**

Specific tools covered in the course are designed for a teacher's initial learning opportunity which can then be shared with and used by appropriate age and grade level students. These tools may include:

- Basic Tools:
  - Web Access; Laptops and Mobile Devices
  - Webquests, Blogs and Wikis
- Tools For Student Engagement and Empowerment
  - Cloud Computing
  - Flipped Classroom Example Sites
  - Jing
  - Gaming and Virtual World Instruction
  - Diigo
- Tools for Student Creation and Collaboration
  - Glogs,
  - Podcasts
  - Pinterest
  - Comic Life

- Google Apps
- Vlogs
- Animoto
  
- Social Networking
  - Twitter
  - Edmodo

## Resources and Requirements

- Required course textbook:  
Cool Tech Tools for Lower Tech Teachers ISBN: 9781452235530  
Available online at textbook sites such as [www.amazon.com](http://www.amazon.com)
- Agreement to enroll in several online sites necessary to complete assignments
- Agreement to share work with fellow students

From the publisher's (Sage) site:

“Are you struggling to embrace technology that advances at lightning speed? Or are you just plain perplexed? With new developments announced almost on a daily basis, many teachers don't know where to start. If you're one of those teachers making the transition to tech—willingly or not—*Cool Tech Tools for Lower Tech Teachers* is the resource for you. In understandable language, it describes how exactly you can use tools like webquests, wikis, social networking apps, and podcasts to enhance your lessons and keep kids engaged.”