

SLO Presentation

EDT

Date: 09/11/2019

BUSINESS EDUCATION
EDT
Educational Technology--Cert <ul style="list-style-type: none">• Students apply technology into educational systems.• Students create content to enhance course materials.• Students create course content that addresses multiple learning preferences.• Students create course content that complies with federal and state laws.• Students use educational technology in the development of curriculum.
Instructional Multi-Media--Cert <ul style="list-style-type: none">• Students apply expertise in communications, technology, and instructional design across a range of media formats in the development of course design.• Students create content to enhance course materials.• Students create course content that addresses multiple learning preferences.• Students create course content that complies with federal and state laws.• Students design, develop, and produce multimedia projects into courses.
CSLO
EDT50 - Preparation for Online Learning <ul style="list-style-type: none">• Students Navigate the online course.• Students utilize LMS tools to navigate successfully in your online classroom.• Students communicate appropriately with various audiences in different contexts.• Students apply written communication skills that contribute to building positive relationships with peers, faculty, and staff.• Students Identify and employ basic rules of netiquette.• Students demonstrate mastery of online communications through required participation in threaded discussions.• Students successfully use basic word processing in the completion of various written assignments.• Students identify the behavioral skills necessary to be successful student.• Students demonstrate knowledge of the importance of an ability to meet deadlines, be punctual, meet attendance requirements, and act respectfully as evidence of appropriate classroom behavior.• Students employ online/campus resources that reinforce student success in an online classroom.• Students demonstrate basic knowledge of computer hardware to provide information necessary to receive technical support.• Students summarize basic copyright and plagiarism policies.• Students assess researched materials for appropriateness.• Students demonstrate the ability to use basic Internet skills through online searching assignments.• Students interpret results of research as to veracity and relevance to a topic.
EDT101 - Creating Curriculum Projects Using the Internet <ul style="list-style-type: none">• A. Use advanced search methods to locate web-based projects• B. Create problem- or project-based assignments for use in their classrooms• C. Evaluate problem- or project-based assignments created by their students
EDT110 - Introduction To Educational Technology <ul style="list-style-type: none">• Students integrate computer technology using a variety of Web 2.0 applications with K-12 curriculum.• Upon completion of this course, 90 percent of students will know how to integrate computer technology using a lesson plan with K-12

curriculum. Successful integration will be measured by the ability of the student to complete the lesson plan.

- Students create K-12 classroom materials using a variety of software applications including Microsoft Word, Excel, and PowerPoint; Inspiration; and KidPix.
- Students research, gather, and graph materials pertaining to salaries for K-12 classroom salaries.
- Students combine sound and graphics to create a "story" using video.

EDT112 - Creating Virtual Curriculum

- Students collect copyright free materials for use in project.
- Students create a virtual curriculum project (virtual museums, field trip, on-line exhibit, or exploratorium) for posting on the Internet.
- Students create, edit, and format conferences and Web pages to present an effective virtual learning experience.
- Students critique teacher- and student-created virtual curriculum sites.
- Students determine appropriate content for a classroom curriculum project.
- Students develop conferenced and/or on-line curriculum project(s) applicable to classroom use and need.

EDT116 - Information Literacy for Educators

- A. Use advanced search features to conduct multiple search strategies to locate validate information
- B. Explain how to differentiate credible websites from non-credible websites
- C. Compare educational websites to determine appropriateness for use
- D. Critique applicability of educational.virtual "field trips" and webcam sites from their field trips
- E. Design Internet evaluation tools for student use
- F. Design an Acceptable Use Policy (AUP)
- G. Apply copyright guidelines when downloading images or information from Internet

EDT122 - Fundraising/Grant Writing for Educators

- Students identify funding needs, objectives and goals to write a successful grant.
- Students plan and create a budget for a grant.
- Students plan, write, and edit a funding proposal.

EDT123 - Internet Tools for Educators

- Students create a rubric using online rubric tools.
- Students create a web-based classroom glossary.
- Students determine the Internet tools to be used in educational projects.
- Students develop course materials using blogs and wikis.
- Students develop methods for teaching students copyright issues including proper citation for text, video, and images.
- Students identify areas where blogs or wikis can be used to enhance instructor/student materials.
- Students use digital maps as an educational tool.
- Students use Internet-based citation tools for source materials.

EDT124 - Mobile Technology in Education

- A. Explain the purpose and intent of Acceptable Use Policies (AUPs) and Bring Your Own Device (BYOD) policies
- B. Summarize current "educational technology" terms
- C. Classify levels of SAMR for individual technology showcase lessons
- D. Examine individual technology showcase lessons for evidence of differentiated learning, 21 st Century skills, or project-based learning
- E. Demonstrate integration of mobile technology into curriculum projects
- F. Apply use of mobile technologies to enhance learning styles
- G. Address issues relating to universal design
- H. Distinguish applications appropriate for administrative, instructional, and student use

- I. Compare different educational "apps" and download and evaluate at least one app for future use

EDT125 - Fundamentals of Online Teaching

- Students analyze online course delivery methods using different cognitive styles.
- Students create assignments and assessments to address a variety of learning styles.
- Students demonstrate use of online course structures and delivery methods, such as email communication and web site posting.
- Students develop strategies for content presentation using online delivery methods.
- Students evaluate issues relating to Internet ethics and policies such as copyright, management, student privacy and safety, and Acceptable Use Policies (AUPs).
- Students apply concepts and principals of online learning in the development of an online course.
- Students create and/or use teaching resources to enhance online learning based on a variety of learning styles.

EDT127 - Fundamentals of Multimedia for Education

- Define and give examples of multimedia and multimedia tools
- Create a variety of multimedia presentations based on concepts learned in class
- Enhance a lesson plan that does not contain multimedia by designing multimedia to be used in the lesson plan
- Explain accessibility issues related to multimedia in education
- Critique educational multimedia examples for good and bad qualities
- Explain project-based learning concepts and how project-based learning differs from traditional learning

EDT132 - Using Audio in the Classroom

- Students create a rubric to evaluate student learning.
- Students create a soundtrack for use in a classroom project.
- Students create background music to be used for a digital movie.
- Students develop course materials for classroom student use detailing copyright restrictions for music and soundtracks.
- Students develop course materials using digital music and soundtrack.
- Students develop instructions to produce an audio-conference news report for classroom student use.
- Students identify areas where audio-conferencing can be used with existing lesson plans.
- Students identify areas where digital recordings can be used to enhance instructor/student materials.
- Students integrate audio-conferencing into an existing lesson plan.
- Students integrate the use of digital recordings as an enhancement to presentations and other lesson materials.
- Students produce an audio-conference news report.

EDT133 - Spreadsheets for Educators

- A. Create a grade book for use in classroom instruction
- B. Graph data in a variety of graph formats, such as pie charts and bar charts
- C. Construct a variety of forms for use in the educational realm
- D. Combine a variety of elements such as graphics and text to create visual study materials
- E. Apply the fill feature where and when appropriate to enter spreadsheet data
- F. Compare different spreadsheet software programs available for educational use and recognize their similarities and differences
- G. Interact with the learning management system to read and/or view lectures, complete and upload assignments, participate in course discussions and/or chats, locate uploaded resources, and receive instructor feedback, comments and grades, all from the student perspective

EDT137 - CREATING EDUCATIONAL MEDIA

- A. Create, edit, and publish videos
- B. Create an educational video in a manner that interprets a storyboard or sequence of events
- C. Demonstrate the ability to add captions to videos created

- D. Determine appropriateness of using video software in classroom teaching assignments and projects
- E. Identify areas where video software can be used to enhance instructor/student materials
- F. Create documentaries, news reports, historical reenactments, movie adaptations of literature

EDT141 - Web Design for Educators

- A. Create a classroom web page demonstrating principles of good design
- B. Add graphics and other images to a web page using methods to ensure 504/508 accessibility concerns
- C. Demonstrate recognition of copyright issues
- D. Analyze selected websites to determine how they meet or do not meet principles of good website design

EDT150 - Podcasting in Education

- Students create a media-rich podcast for use in the classroom.
- Students create simple instructions for classroom students to create podcasts.
- Students develop course materials to be used in a podcast.
- Students develop lesson plan for student-created podcasts.
- Students identify areas where podcasts can be used to enhance instructor/student materials.
- Students identify hardware/software necessary to create a podcast.
- Students integrate podcasting into a lesson plan.

EDT151 - Online Communication for Educators

- Interact with the learning management system to read and/or view lectures, complete and upload assignments, participate in course discussions, locate instructor comments and grades, adopt required email protocols, and locate uploaded resources
- Evaluate online communications tools and resources
- Create effective discussions addressing a variety of learning styles
- Describe alternative communications tools available for educational use
- Apply concepts learned about a variety of next generation Web communication tools to use in the educational setting
- Modify materials to ensure compliance with accessibility laws

EDT170 - Using a CMS/LMS for Education

- A. Identify open CMS/LMS software and the limitations of its use
- B. Identifying areas where and when course/learning management systems can be used to enhance instructor/student materials
- C. Identifying materials to be used in a course/learning management system
- D. Developing course materials using course/learning management system resources
- E. Upload materials in a course/learning management system
- F. Administer a course using a course/learning management system
- G. Develop teaching strategies to be used with a course/learning management system
- H. Identify universal design considerations when developing materials to be used in a course/learning management system