I. Course Number: Educ 22  Credit: 3 units

II. Course Title: Educational Technology 1  Pre-Requisite:

III. Course Description:

This is a course designed to introduce the basic learning theories and principles as bases for the design, development, implementation and evaluation of instruction using education technology. Students are expected to acquire skills in integrating technology in various content areas. Course activities are focused on the design and development of ICT-based instructional plan.

IV. Course Objectives: At the end of the course, the students can:

Cognitive (Knowledge)
1. Define educational technology and explain its relationship with other terms in the teaching learning situation
2. Trace the development of educational under different era and the corresponding educational technology used.
3. Give the roles and functions of educational technology

Affective (Attitude)
1. Give the importance of putting up and maintaining an educational media.
2. Cite advantages and disadvantages of using multi-media to the teaching-learning process.

Psychomotor (Skills)
1. Prepare and present a multi-media presentation on a specific lesson and grade level/year level.

V. Course Outline

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<th>No. of Hours</th>
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<tr>
<td>A.</td>
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<tr>
<td>1. Definition and Evaluation of Educational Technology and its application</td>
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<td>2. History of Educational Technology</td>
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<td>3. The need for technology education is the Philippines.</td>
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<td>4. Scope of technology education</td>
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<td>5. Synergy of technology education with basic learning, learning</td>
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theories, Principles and Practice.

B. Learning Theories in Educational Technology
1. Systematic approach to teaching
2. The Cone of Experience
3. Bruner’s Three – Tiered Model of Learning

C. Learning Through Design and Technology
1. Direct, purposeful experiences and beyond
2. Teaching with dramatized experiences
3. Teaching with continued experience
4. Demonstration in teaching
5. Making the most of community resources and field trip

D. Teaching and Learning Framework for Integrating Technology in the Curriculum
1. ICT enhanced student – centered learning environment
2. On-line learning
3. Collaborative learning
4. Demonstration in Teaching
5. Making the most of community resources and fieldtrip

E. Design and Development of Technology suggested Instructional Plans
1. Teaching with visual symbols
2. The use of the Overhead Projector and the chalkboard
3. Project-based learning and Multi media: What it is?

F. Technology in the Constructivist Learning Environment
1. The power of film, video and TV in the classroom
2. Using the project based learning multimedia as a learning Strategy

G. Technology and Student Assessment
1. Computerized test construction and administration
2. Nature of test
3. Computerized reporting examination results, progress report and maintenance of cumulative record

Total no. of hours 54 hours

VI. Reference:
A. Books

Ref 12 - “100 Years of Discoveries.” [s.l.] : National Geographic, c2000. VHS ( 46 min.) sd.col.

B. Webliography