CUIN 570 : Designing the Technology-Rich Curriculum

This course is most appropriate for K-12 personnel interested in integrating technology into their existing curricula or designing new curricula that involve appropriate technology uses. While it is not a curriculum design class, this course is built on the notion that course participants have a solid working knowledge of planning curriculum at a level applicable to their current context. Prospective and practicing educators will most likely be focused on integrating technology into their instruction and audience. Simultaneously, administrators, curriculum support specialists, and others may consider curriculum more broadly at a school or district level. Regardless of the context, the issues associated with integrating technology into curriculum, teaching, and training are similar.

Credits 3

CIP Code

13.0501

Prerequisite Courses

CUIN 501

CUIN 503

Course Outcomes

After successfully completing the course, the learner will be able to:

- Applications of telecommunications in the classroom competency in your learning goals, informed by the learning sciences.
- Communicate clearly and express yourself creatively for a variety of purposes using the platforms, tools, styles, formats, and digital media appropriate to your goals.
- Critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for yourself and others
- Develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.
- Integrating the use of technology into classroom instruction
- Issues involved in planning for effective technology integration
- Issues involved in preparing teachers to utilize technology
- Leverage technology to take an active role in choosing, achieving, and demonstrating
- Recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and you act and model in ways that are safe, legal, and ethical.
- Use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.
- Use digital tools to broaden your perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.