

Instructional Technology in Context [2 credit hours]

This module will facilitate skills associated with using computers to change classroom cultures in an effort to make instructional experiences more purposeful and meaning. The role computers play within creation, reference, simulation, situation exploration, tutorial, drill-and-practice, communication, and "real" contexts will be explored. In addition, strategies for effectively integrating minimal computer resources (such as a single computer) within a self-contained classroom will be discussed. Product: Students will generate a grant proposal describing a plan for integrating computer-based technology into an existing classroom environment in an effort to improve the learning of specific technology objectives. Registration for this course is restricted to ITMA students.

Course Objectives:

- Analyze and discuss the role of Instructional Technology in their professional context.
- Analyze and discuss their role with respect to effectively using Instructional Technology in their professional context.
- Comprehensively analyze and discuss specific characteristics, skills, knowledge, and dispositions they now have that make them an Instructional Technologist.