

COURSE OUTCOME MATRIX

COURSE SYLLABUS

PART 2 of 3

Course Number and Title	ED 223 Computer Instructional Techniques for the Classroom
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Credit Hours	3
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Course Description	Examine and develop skills using commercial, noncommercial and computer-generated media. Emphasis will be placed on its application to teaching and learning.
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Prerequisite(s) and/or Corequisite(s)	None
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REQUIRED TEXTBOOKS/REFERENCES/COURSE MATERIALS

Technology Integration for Meaningful Classroom Use	3rd	Cennamo/Ross/Ertmer	Cengage	1305960572
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General Education Outcomes	
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology).
2	Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
3	Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
4	Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

Program Outcomes	
1	Effectively use knowledge obtained in the education program in their chosen subject areas.
2	Create and maintain a learning atmosphere that fosters a supportive learning community.
3	Demonstrate knowledge in their content areas.
4	Foster and monitor student learning.
5	Participate as active members of their school communities; help to foster change when needed.
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	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Identify current technology standards in the classroom and the components of self-directed learning.	C-Remembering (1)	1,2,3	2	0	2	0	0	
2	Identify strategies for authentic instruction to promote creativity.	C-Creating (6)	1,2,3,4	2	0	2	0	0	
3	Identify current trends and policies in technology usages and how it connects to education including safe, legal, and ethical use of technology, assistive technologies and assessments.	A-Organization (4)	1,2,3,4	2	0	2	1	0	
4	Identify strategies on how technology can be integrated into curriculum and environment to enhance learning capabilities	C-Remembering (1)	1,2,3,4	2	0	2	2	0	
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6									
7									
8									
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10									

Bloom's Domain Legend

C = Cognitive
A = Affective
P = Psychomotor

General Education Outcome Legend

2 = Included and Measurable
1 = Introduced and/or Minimally Addressed and Not Measurable
0 = Not included

Approved: October 14, 2021
Reviewed: November 5, 2021