# Student Creator's Guide to the Internet

Instructor: Mark Irvin E. Del Rosario

Class Time: Online
Classroom: Online
Instructor's Office: Home

Instructor's Phone: (333) 333-3333

Instructor's E-mail: mdelros1@eagles.nccu.edu

Instructor's Off. Hrs: Wednesday, Friday: 4:30 pm - 6:30 pm

Course Number: SCGI 101 Section Number: SCGI 101

#### **Course Description**

This course is designed to guide students, in middle school grades 6-8, as content creators and help them navigate the plethora of resources on the Internet. This course is also designed to equip students with necessary background knowledge to get started in content creation and understand the nuances and ethics to content creation. By the end of the course, students will have a basic understanding the online tools available to them, create meaningful published online content, learn about the importance of intellectual property and copyright, and understand digital safety and ethics.

#### Attendance

Zoom/Online video conference will be used for attendance records

**Emergencies** 

Your Information...

**Exceptionalities** 

Your Information...

Text

Your Information...

Materials

Your Information...

#### **Conceptual Framework**

"Educators for Diverse Cultural Contexts" is the School of Education Conceptual Framework that under girds the instructor's commitment to prepare candidates to excel in variety of racial, cultural, and socio-economic environments. Candidates will gain the ability to see the social and political implications of their actions and the social contexts in which they are carried out. As a result, they will hone their skills and knowledge to promote greater equality, justice, and humane conditions in both educational settings and society abroad.

#### **Education Vision Statement**

"A Beacon for Educators in North Carolina and Beyond".

## **Instructor's Educational Philosophy**

Your Information...

## **Distance Learning**

This course is Online and available via the Blackboard Course Management System. All candidates must be able to navigate and complete assignments on Blackboard to be successful in this course. Barring loss of internet access, class will continue online during inclement weather. To access Blackboard please complete the following:

Enter in your internet browser: <u>Course URL</u>. Click on Academics on the left screen panel. Click on Blackboard on the right screen panel. Enter your Username Enter your Password

Read the Announcements section first (in case there is an emergency notification). Next, access the Control Panel functions with the buttons on the far left of the screen. Note: The Forums/Discussion Board is a vital area that candidates must complete to be successful in this course. Check the Announcements Section regularly to be notified of new postings, details about class, new requirements, and assignments. If you experience Blackboard problems please call: (919) 530 – 7667 (The University Faculty Den).

Features of the Blackboard Online Course include:

Digital Attendance Based upon the Official University Enrollment Record Podcast Multimedia Learning Tools and Class Recordings Course Syllabus availability as an eBook Learning Unit Instructor authored eBook for terminology and Concept Learning Online Resources such as Internet Hyperlinks and Posted Articles

Two Additional Course Shells are available as well. They are:

Virtual Office Hours (for all students enrolled in classes with the instructor) Virtual Advising (for all Osler Advisees)

#### Synchronous Online Meetings via Blackboard Collaborate

Blackboard Collaborate will be used to digitally teleconference online with the instructor and your classmates. Instructions on how to use this service will be provided through the Blackboard Course Shell.

Features of Blackboard Collaborate include:

Real time Audio Voice over Internet Protocol Real time Software Demonstrations Interactive Live Digital Chalkboard Real time Chatting Digital Question and Answer Indicators Recording of Lecture Sessions for Future Viewing

## **Campus Email**

Your Information...

# **Candidate Learning Outcomes**

Your Information...

#### **Grades**

Your Information...

#### Assessment

Your Information...

Assessment Rubric For Course Assignments		
Your Grade Information	Your Further Grade Information	
Your Grade Information	Your Further Grade Information	
Your Grade Information	Your Further Grade Information	
Your Grade Information	Your Further Grade Information	

# **Academic Integrity**

Your Information...

# **Additional Help**

Your Information...

Sample: On Campus Resources

Sample: COURSE SCHEDULE	
Week 1	
Week 2	
Week 3	
Week 4	
Week 5	
Week 6	
Week 7	
Week 8	
Week 9	
Week 10	
Week 11	
Week 12	
Week 13	
Week 14	
Week 15	
Week 16	

## Sample: Terms and References

Digital Design, Electronic Portfolio, Graphic Design, Educational Technology, Graphic User Interface, Digital Directory, Human Computer Interface, Hypermedia, Multimedia, Hyperlinks, Navigation, File Types, Rendering, Software, Sequencing, Elements and Principles of Design

Alessi, S. & Trollip, S. Multimedia for Learning.

Forcier, R. & Descy, D. The Computer as an Educational Tool.

Heinich, R., Molenda, M., Russell, J. & Smaldina, S. E. Instructional media and technologies for learning.

Lockard, J. & Abrams, P. Computers for Twenty-first Century Educators.

Morrison, G. & Lowther, D. Integrating Computer Technology into the Classroom.

Sharp, V. Computer Education for Teachers, Integrating Technology into the Classroom Teaching.

Tiene, D. & Ingram, A. Exploring Current Issues in Educational Technology.

Kemp, J. E., & Smellie, DC. Planning, producing and using instructional technologies.

Kolb, D. A. Experiential learning: experience as the source of learning and development.

Landa, R. Graphic Design Solutions

Strickland, R.M., & Poe, S.E. Developing a CAI graphics simulation model: Guidelines.

Sweeters, W. Multimedia electronic tools for learning.

Taylor, C.D. Choosing a display format for instructional multimedia.

Tripp, S.D., & Roby, W. Orientation and orientation in a hypertext lexicon.

Weller, H.G. Interactivity in microcomputer based instruction.

Wright, E.E. Making the multimedia decision: Strategies for success.