

EDUC 190 Syllabus

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Course Syllabus	EDUC 190	Faculty:	Sonia M. Pascua
Course Number:			
Course Title:	Computers in Education	Consultation Hours:	11:30AM - 1:00PM Daily Email consultation is encouraged. UP SLIS Faculty Room
Course Credit:	3 Units	Phone Number:	981-8500 loc. 2869
Class Schedule:	1:00 PM - 4:30 PM Wednesday & Friday	Mobile Number:	09178713126
Class Venue:	MITC, College of Education	Email:	smpascua@up.edu.ph sonia@slis.upd.edu.ph
Mode of Delivery	Blended, Flipped, Online, Hybrid		

Course Description

The use of computers in education (basics, principles and applications).

Course Objectives

At the end of the course, the student should be able to:

- Familiarity with the role and functions of computers in education.
- Identify the issues and trends in the use of computers in classroom teaching.

- Familiarity with different software tools.
- Develop skills in preparing instructional materials using the different software tools.
- Gain skills in developing instructional plan applying an instructional system design model.
- Create instructional materials using different computer-based resources.
- Develop instructional plan.
- Compile a digital portfolio.

Grading

- **Report** 20%
- **Examination** 10%
- **Digital Portfolio** 30%
- **Skills Development Output** 30%
- **Active class participation (online & offline, attendance)** 10%
- **Extra points - 5%** (for a presentation on one of the topics specified on the course outline below or a 10-page research paper related to the course to be submitted to a conference.)

Course Policy

- Attendance monitoring follows the University ruling. If you miss 6 sessions, you will get an incomplete

Guidelines

- On Oral Reports
 1. Each group (with 3-4 members) must present their assigned report according to formats; scope and applications to teaching and learning process.
 2. An outline must be presented to the instructor two weeks before the scheduled report.
 3. A pdf copy of the report must be submitted to the professor on or before the presentation to be uploaded to UVLE for everyone's consumption and to be used in performing the skills development activity.
 4. Active participation of each member of the team is required.
 5. Peer and instructor rating.
 6. Maximum two-hour presentation per group with practical and/or hands-on activity to be provided for the class. May opt to give a game. This is for the purpose of retention of the concepts.
- On Digital Portfolio

The digital portfolio must consist of the following:

1. Self Introduction
2. Skills development output
3. Personal and professional reflections
4. Detailed instructional plan

Course Outline: See Schedule of Activities

Bibliography

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Jay, R. & Jay A. (2000). *Effective presentation: Powerful ways to make your presentations more effective*. London: Prentice Hall.

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