Title of Course *(45 hours):* **21st Century Classroom Technologies**

Course Description: 21st Century Technology Instruction will explore the changing dynamics of new technologies and next generation education (Learning 2.0). The Common Core Curriculum and the increase of "user generated content" require students to hone their critical thinking skills of collaboration, creativity, research and technological skills. Instructional strategies will include (but are not limited to) topics such as the impact and use of social media, podcasts, blogging, electronic white boards, smart phones, video-on-demand, internet use and websites as well as other aspects of the digital media. Teachers will ultimately explore the how and when to include technology in order to broaden the spectrum of instructional strategies and enhance lesson plans.

Overall Course Objective and Expectation(s):
- Understand the reasons why 21st Century Classroom Technologies exist and their importance in your professional practice.
- Develop an understanding of how to provide 21st Century Classroom Technology learning opportunities in your learning environment.
- Acquire knowledge of 21st Century Classroom Technology resources, techniques, strategies and ideas to improve instruction.
- Be able to describe the concepts, principles and core characteristics of Web 2.0 and Learning 2.0
- Identify ways to incorporate critical thinking, collaboration, creativity, research and technological activities into daily lessons
- Describe various techniques for when and how to use technological instructional materials and displays effectively.
- Apply design principles aligned with NETS in the analysis and design of planning, lessons, and assessments

Course Instructional Materials:
All courses maintain a fully developed and dynamic webpage that houses all resources, reference material and various other required informational texts, videos and alike that is both active and relevant to course objectives and content. Course web pages are routinely updated to reflect most current research and available readings therefore instructional materials used to teach course objectives are subject to change.

Instructor Consultation and Interaction:
Real time consultation and instruction is provided through the LILIE, LLC discussion boards for each course/classroom on a daily basis.

Suggested Readings *(subject to change):*
Web 2.0: How-To for Educators by Gwen Solomon and Lynne Schrum
Digital Tools for Teaching: 30 e-Tools by Steve Johnson
Blogs, Wikis, Podcasts, and Other Powerful Web Tools for Classrooms by Will Richardson
Empowering Students With Technology by Alan C. November
Teaching the Digital Generation: No More Cookie-Cutter High Schools by Frank S. Kelly

Proof of Course Completion:

LILIE, LLC is committed to assuring that enrollees fully participate in and receive the educational benefits contemplated by the course. Enrollees must demonstrate participation by making detailed postings designed to foster dialogue among colleagues and instructors. These enrollee postings must be made four times each week in separate sessions. Enrollees will be required to submit a detailed log documenting at least 45 hours of course work, including discussion board posts, and will be required to apply information and strategies acquired from the course content to weekly classroom instruction. Attempts to falsify logs or discussion board entries will result in denial of credit and a report to the enrollee's employer.

Scope & Sequence/Weekly Topics and Objectives

Week I

Topic(s): Introduction

Objectives:
- Define vocabulary words and acronyms such as UGC, UCC, SCC, ISTE, NETS, technical literacy related to 21st Century Classroom Technologies
- Describe and identify the traits and characteristics of today's learner
- Discuss the trends in technology and media that you feel will have the greatest impact on teachers and students
- Examine connections between the Common Core State Standards and 21st Century Technologies
- Explore the rationale and purposes of learning objectives

Impact on Classroom Instruction:
Participants will familiarize themselves with trends in technology and media, traits of today's learner, and the connection of the CCSS and 21st Century technologies. They will use the conversations and resources shared throughout the course to increase student engagement, student ownership of learning and enhance lesson plans.

Learner Outcomes:
Students will be able to:
- Summarize information from multiple resources regarding 21st Century Technologies
- Respectfully engage in dialogue with others sharing pertinent information about weekly topics

Assessment of Understanding and Learning/ Weekly Assignments *(including but not limited to posting requirements set forth by LILIE, LLC):*
- Introduce self to classmates explaining position, experience and current teaching environment
- Explore, review and share topic related information from online resources
- Read resources and articles, reflect, reference and post about readings
- Check for understanding and clarify misconceptions via daily postings and discussions

Topic(s): Web 2.0 tools

Objectives:
- (Start to) Create 2 lessons for your students integrating the technologies covered in this course
- Understand the differences between Web 1.0 and Web 2.0 concepts
- Examine generic Web 2.0 tools that can enhance your classroom lessons and engage your students
- Describe a minimum of 3 ways teachers can modify lesson activities to improve student engagement and ultimately achievement
- Become familiar with some of the generic applications such as: Social Media, Blogs, Wikis and Social Bookmarking
- Design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills

Impact on Classroom Instruction:
Participants will explore ways to incorporate and use various generic Web 2.0 technologies in the classroom to help children learn better while improving critical thinking, collaboration, creativity, research and technological skills.

Learner Outcomes:
Students will be able to:
- Identify informative, helpful resources to produce a cognitively engaged learning environment that includes multiple opportunities for critical thinking, collaboration, creativity research and/or technological skills using new technologies and next generation education (Learning 2.0)
- Demonstrate understanding of a classroom environment that incorporates new generation factors and tools
- Modify current practices to include more critical thinking, collaboration, creativity, research and technological skills.
- Professionally respond to peer postings

Assessment of Understanding and Learning/ Weekly Assignments *(including but not limited to posting requirements set forth by LILIE, LLC):*

- Share simple, easy-to-incorporate critical thinking, collaborative, creative, research or technological lesson plan ideas
- Review in depth the elements of a classroom environment that incorporates new generation education (Learning 2.0)
- Explore online resources, read and summarize information about generic applications
- Post follow up questions on forum to further professional sharing and learning
- Moderate professional conversations

Topic(s): Web 2.0 tools

Objectives:
- Examine and evaluate usability Web 2.0 tools that can enhance your classroom lessons and engage your students
- Choose 3-5 tools that can easily be incorporated into learning environment and will help to promote higher level thinking
- Review tools that support communication, cultivate relationships, and enable students to create artifacts representing what they are learning.
- Design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills

Impact on Classroom Instruction**:**
Participants will identify teaching strategies and learning activities supported by Web 2.0 tools. They will evaluate and critique different tools that can lead to a successful learning experience for all students.

Learner Outcomes:
Students will be able to:
- Assess and evaluate usability tools and formulate a way to adapt to current lesson planning
- Explore ways to teach curriculum and improve student learning and thinking by using web tools
- Identify informative, helpful resources relating to collaborative, creative strategies, games and tools
- Construct new understanding of free, Web-based sites that are user friendly and encourage a community of learners to explore and discover

Assessment of Understanding and Learning/ Weekly Assignments *(including but not limited to posting requirements set forth by LILIE¸ LLC):*
- Share simple, easy-to-incorporate critical thinking, collaborative, creative, research or technological lesson plan ideas
- Review in depth the elements of a classroom environment that incorporates new generation education (Learning 2.0)
- Explore online resources, read and summarize information about generic applications
- Post follow up questions on forum to further professional sharing and learning
- Moderate professional conversations

Topic(s): Application and Course Reflection

Objectives:
- Identify new instructional strategies, techniques and resources that relate to engagement and student success
- List ways that technology has increased opportunities for students with disabilities, for parent involvement with their child's education, and for building a global community
- Analyze the learning experience in this course by reflecting on professional practices since the beginning of this course
- Compare and reflect on teaching practices before taking this course and after

Impact on Classroom Instruction:
Participants will apply new information gleaned throughout course to implement instructional strategies, ideas and concepts to help: create a learning environment that increases student engagement, critical thinking, collaboration, creativity, research and technological skills.

Learner Outcomes:
Students will be able to:
- Design curricula and plan instruction based on knowledge of new generation education
- Integrate 21st Century Technology tools in classroom lessons for the purpose of engaging students' creativity and collaboration
- Modify current lesson planning and teaching practices based on collegial discussions of Learning 2.0
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Assessment of Understanding and Learning/ Weekly Assignments *(including but not limited to posting requirements set forth by LILIE, LLC):*
- Share 21st Century Classroom Technologies based lessons (prepared earlier in course)
- Provide feedback and evaluation of implemented ideas via course postings
- Compare prior knowledge to acquired knowledge
- Discuss proactive ways for teachers to continue to build upon course information, reflect on learning and improve instruction
- Post course reflection overview