

TECHNOLOGY INTEGRATION - CERTIFICATE

The Technology Integration Certificate allows teachers and media specialists to broaden their fluency with digital technologies that can make their own work more efficient and transform student experiences within a digitally-enabled classroom. Although expert information is universal, student understanding of information is often shallow, and attention spans challenged. This program addresses teachers' and media specialists' needs to be able to work against the tendency to skim and encourage deep learning. We foster implementation that puts teachers - but more critically students - in the driver's seat.

In this certificate graduate students can focus their attention on one or several areas of digital literacy such as:

- Best practices for online or one-to-one instruction,
- Digital video production including animation and documentary film making,
- Computational thinking and coding,
- Differentiation through digital tools,
- Ethical practices for digital age teaching and learning.

Courses are seven weeks and EDUC offerings are fully online. During the school year teachers take just one course at a time. In consultation with the program director, admitted students create a plan for how they will complete this certificate that highlights the knowledge and skills that are most relevant to their own practice. Courses focus attention on the creativity, critical thinking, and student agency that can be fostered when the digital operates quietly behind the surface of instructional practices and curriculum to leverage student agency, knowledge, and skills.

This certificate is eligible for financial aid and can be integrated into a Master of Arts in Education in Curriculum and Instruction.

Curriculum

The EDUC classes are offered online. LIS courses are hybrid and meet on campus in the evenings or on weekends - with online assignments as well.

Code	Title	Credits
EDUC 6420	Designing for Online Instruction	3
or EDUC 6110	Best Practices in 1:1	
Choose three courses from the following: ¹		9
EDUC 6450	Literacy and Learning Redefined in the Digital Era	
EDUC 6460	Differentiation in a Digitally-Mediated Environment	
EDUC 6500	Hands-OnSTEAM: Animation in the K-12 Classroom	
EDUC 6710	Introduction to Computational Thinking and Coding	
EDUC 6720	Digital Video for K-12 Classroom Settings	

EDUC 6730	Physical Computing: Introduction to Arduinos
EDUC 7690	Hands on STEM: Maker Space in the K-8 Setting
EDUC 7025 or LIS 7690	Ethics in the Information Age Information Technology, People and Society
LIS 7270	Information Literacy in the Digital Age
LIS 7530	Web Design and Accessibility
LIS 7680	Social Media and Emerging Technologies
LIS 7970	User Experience Design
LIS 7580	Making and Makerspaces
Total Credits	12

¹ Students select four courses if they are not required to take EDUC 6110 or EDUC 6420.