



## Ed.S. In Instructional Technology – P-12 Technology Applications

*Course Sequences may Vary Slightly Based on Individual Program Maps*

<b>Fall starts</b> (+ EDUC 5999 a no credit course your first semester)						
Semester	1 <sup>st</sup> Fall	1 <sup>st</sup> Spring	1 <sup>st</sup> Summer	2 <sup>nd</sup> Fall	2 <sup>nd</sup> Spring	
Required	ITED 8100	ITED 8300	ITED 8500	ITED 8700	ITED 8999	
Required	ITED 8200	elective	elective	ITED 8970	elective	
Each row represents a possible concentration, but this is not exclusive, rather samples:						
Online Teaching		CIED 7601	CIED 7602		CIED 7603	
Multi media		ITED 7710	ITED 7610		ACED 7700	
Tech Leader *suggest		Choose: *ITED 8600 ITED 7400 ITED 7050	Choose: *ITED 8400 ITED 8960 ITED 7090 ITED 7070		Choose: ITED 7400 ITED 7500 *ITED 7050	
ACED		ACED 7150	ACED 7350		ACED 7530	

<b>Spring start</b> (+ EDUC 5999 a no credit course your first semester)						
Semester	1 <sup>st</sup> Spring	1 <sup>st</sup> Summer	1 <sup>st</sup> Fall	2 <sup>nd</sup> Spring	2 <sup>nd</sup> Summer	2 <sup>nd</sup> Fall
Required	ITED 8100	ITED 8500	ITED 8300	elective		ITED 8999
Required	ITED 8200	elective	ITED 8700	ITED 8970		elective
Each row represents a possible concentration, but this is not exclusive, rather samples:						
O TE		CIED 7601		CIED 7602		CIED 7603
MM		ITED 7610		ACED 7700		ACED 7610
Tech Leader *suggest		Choose: *ITED 8400 ITED 8960 ITED 7090 ITED 7070		Choose: ITED 7400 ITED 7500 *ITED 7050		ITED 7400 ITED 8960 *ITED 8600 or ACED 7620
ACED		ACED 7350		ACED 7530		ACED 7150

***Course Descriptions for Ed.S. P-12 Technology Applications Concentration (the recommended course sequence for 2 courses per semester, which is what is required for most financial aid is indicated in parenthesis after the course description)***

**ITED 8100 - Theories, Models, and Perspectives of Instructional Design and Technology. 3 Hours.**

Model and facilitate the use of theoretical perspectives concerning digital citizenship, change, communication, diversity, learning, and instruction for the legal and ethical integration of instructional technology in learning environments. **(Semester 1, Fall & Spring only)**

**ITED 8200. Instructional Design for Training and Education. 3 Hours.**

Applications of systematic design principles to address an identified need in a training or learning context. Addresses learner characteristics, assessment (diagnostic, formative, summative), message design, and instructional strategies to support and enhance higher order thinking skills. **(Semester 1, Fall & Spring only)**

**ITED 8300. Technology Tools for Training and Education. 3 Hours.**

Application of various technologies via professional learning networks. Includes in-depth learning and application of candidate's choice of computer-related technology tools to design and create effective instructional materials and assist other educators in similar tasks that use technology to improve teaching, learning, and assessment. **(Semester 2, Fall & Spring only)**

**ITED 8500. Leadership in Instructional Technology. 3 Hours.**

The study and implementation of techniques for effective change as well as working with and leading individuals and groups to develop a shared vision for the use of technology in learning environments, to advocate for equitable access to digital content and learning opportunities that meet diverse needs, and to demonstrate leadership in professional environments that enhances technology integration.  
**(only offered summers)**

**ITED 8700. Designing Creative Learning for Students and Adults. 3 Hours.**

Students will apply Constructivist learning theories to produce technology-supported learning environments that promote creative learning in P12 and adult learners. Students will collaborate with peers and their own learners to enable learners to own instructional content in which they discover, investigate, and address authentic learning problems. **(Fall and Spring only)**

**ITED 8970. Action Research Methods and Planning. 3 Hours.**

Application of the ethics and principles of action research. This course includes design of technology-enhanced learning experiences and planning for subsequent evaluation to improve instruction and learning.  
**(Fall & Spring only)**

**ITED 8999. Action Research Project. 3 Hours.**

Implementation of research-based interventions to improve instructional practice and maximize learning. The students will use digital tools and resources to collect systematically and analyze data, interpret results, and communicate findings. **(after ITED 8970, Fall & Spring only)**

**Required Program Hours Listed Above = 21**

**Guided Elective Hours = 9**

**Total Program Hours = 30**

## Available Guided Electives

### **ITED 8400. Technology for Learning Environments: Evaluation, Selection, and Management. 3 Hours.**

Evaluate, select, and manage educational technology for learning environments. Includes purchasing and procurement of technology, suitability of technology, and management of technology infrastructure for learning environments.

### **ITED 8600. Professional Development and Program Evaluation. 3 Hours.**

The study and implementation of needs assessment and program evaluation to inform the content and delivery of technology-based professional learning programs.

### **ITED 8960. Supporting Best Practices with Innovative Technologies. 3 Hours.**

Studying ways in which technology can support the advancement of teaching and learning through collaboration, research, and professional learning.

### ***School Library Media – related electives***

#### **ITED 7204. Literature for the P-12 School Librarian. 3 Hours.**

A study of children's and young adult literature in the context of the school library media center. This course includes promotion and encouragement of reading to actively engage learners in the critical-thinking and inquiry process; addresses curriculum integration and collaboration; promotes diversity through reading engagement; and supports classroom reading instruction and awareness of current trends in literature for children and youth.

#### **CIED 7060. Curriculum, Instruction, and Technology Integration. 3 Hours.**

An exploration of curriculum issues and trends, curriculum development, integration of technology into the curriculum, implementation of innovative instructional techniques, and legal/ethical issues across content areas and grade levels.

### ***Instructional Technology – related electives at the Master's level that work in the Ed.S.***

#### **ITED 7050. Distance Education. 3 Hours.**

Address historical background, theories, and emerging trends of distance education. Examine the effective use of technologies and strategies to design, develop, deliver and evaluate distance instructions.

#### **ITED 7070. Educational Data Use and Visualization. 3 Hours.**

A survey of various types of data collection, analysis, and visualization techniques used in educational settings to guide professional decision making and data presentation.

#### **ITED 7090. Professional Development for Instructional Technology Professionals. 3 Hours.**

An exploration of microlearning and credential opportunities for instructional technology professionals through self-directed learning, reflection, and application.

#### **ITED 7100. Foundations in Instructional Design and Technology. 3 Hours.**

Introduction to the field of instructional design and technology through exploring the self, theories of learning, instruction, and technology integration, as well as the context surrounding professional practice.

**ITED 7200. Digital Literacy and Citizenship. 3 Hours.**

Integration and evaluation of tools and resources to support digital learning environments. Topics include examining digital resources, using safe and ethical practices, and participating in a digital world.

**ITED 7300. Instructional Design and Technology Integration. 3 Hours.**

Design and implementation of technology-infused learning activities and assessment in a professional context.

**ITED 7400. Creation and Management of Digital Learning Environments. 3 Hours.**

Create and manage digital learning environments. Includes purchasing and management of software, hardware, and networking infrastructure, evaluation and selection of digital tools, and creation of learning spaces.

**ITED 7500. Vision and Planning for Instructional Technology. 3 Hours.**

Introduction core competencies of a technology leader in an educational organization, such as performing a needs assessment or a program evaluation, designing and implementing a technology project or a professional development.

**ITED 7610. Instructional Graphics. 3 Hours.**

A study of techniques for creating, editing, and producing professional quality graphics for both face-to-face and online instructional settings. Students will use industry-leading software to prepare them to take the industry-recognized certification exam in image editing and graphic design.

**ITED 7710. Instructional Video and Audio. 3 Hours.**

A study of techniques for creating professional quality videos for both face-to-face and online instructional settings. Students will use industry-leading software to prepare them to take the industry-recognized certification exam in video editing and production.

**ITED 7810. Project Training Management. 3 Hours.**

An examination of factors and processes affecting project management, preparing students for the Certified Associate in Project Management (CAPM) exam.

***Online Teaching – related electives*** (can lead to an endorsement)

**CIED 7601. Course Management Systems for E-Learning. 3 Hours.**

The study and ethical practice of facilitating online learning through integrated course management systems.

**CIED 7602. Resources and Strategies for E-Learning. 3 Hours.**

Practical experiences in selection, implementation, and evaluation of digital resources and strategies for teaching and learning.

**CIED 7603. Design and Delivery of Instruction for E-Learning. 3 Hours.**

Prerequisites: CIED 7601 and 7602. Supervised online field-based experience in design, delivery, and evaluation of standards-based content to an appropriate student population.

## ***Adult Education - related electives***

### **ACED 7150. Adult Learning and Development. 3 Hours.**

Advanced study of the socio-historical context of contemporary methods, agencies, programs, and issues in adult education, including adult non-formal education as well as formal and informal learning in diverse organizational and global contexts.

### **ACED 7350. Organizational Learning and Development. 3 Hours.**

Exploration of the history, principles, theories, and practices of organization development and learning as related to workforce education. Students will study the dominant models, their application, and research in the field.

### **ACED 7530. Supervision and Mentoring in Adult and Career Education. 3 Hours.**

Advanced study of techniques of supervision and methods of leadership relevant to those in, or aspiring to positions in secondary, post-secondary or business/industry workforce education and development.

### **ACED 7610. Advanced Web Design and Development. 3 Hours.**

Advanced theory and practice of designing web sites for business and/or education settings, incorporating accepted design and usability standards. The course includes use of Hypertext markup language (HTML) and web design software taught in business technology programs.

### **ACED 7620. Evaluation of Adult and Career Education Programs. 3 Hours.**

Development and understanding of program evaluation in adult and career education settings. Emphasis is placed on understanding and application of evaluation approaches, models, and practical guidelines for implementation.

### **ACED 7700. Advanced Desktop Publishing. 3 Hours.**

Advanced theory and practice of designing business-related documents such as brochures, newsletters, advertisements, and books, integrating several software packages taught in business technology programs for desktop publishing, photo editing, and graphic design.

### **ACED 8450. Multimedia Authoring and Design. 3 Hours.**

Advanced theory and practice of writing, designing, and preserving content for digital interfaces through multimedia and/or hypermedia tools that respond to specific audience needs for effective human-computer interaction, as well as usability, accessibility, and security issues.

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**Your Passion, Your Future**