Course Description
EME2040 | Creativity, Innovation, and Technology for the 21st Century Learner | 3.00 credits

The student will learn to manage a productive and safe technology environment by promoting creativity and innovation in the classroom. The student will gain 21st century knowledge, skills, and attitudes for applying technology across multiple disciplines and grade levels. Prerequisite: CGS1060C.

Course Competencies
Competency 1: The student will demonstrate how the integration of technology can support classroom management, administration, and teaching by:
1. Discussing the use of technology in classroom management, administration, teaching, and learning.
2. Identifying developmentally appropriate learning opportunities that apply technology- enhanced instructional strategies to support the diverse needs of learners.
3. Planning for the management of technology resources within the context of learning activities.
4. Planning strategies to manage student learning in a technology-enhanced environment.
5. Identifying strategies for instructing students in the use of search techniques, the evaluation of data collected, and the preparation of presentations.
6. Selecting and evaluating appropriate software and hardware for application in the classroom.
7. Evaluating various software and hardware tools for instructional purposes.
8. Developing an Internet-based project, such as WebQuests, lesson plans, and curriculum units.

Competency 2: The student will demonstrate legal and ethical use of technology in the classroom by:
1. Listing, describing, and examining legal and ethical practice related to technology use.
2. Identifying and evaluating appropriate classroom procedures for student use of available technology.
3. Facilitating equitable access to technology resources for all students.
4. Identifying effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

Competency 3: The student will explain Universal Design principles and select appropriate technology tools that will link outcomes to instruction for students with special and/or diverse needs by:
1. Identifying and summarizing a selection of technological tools for assisting students with special and/or diverse needs and linking the technology to specific outcomes for these students.
2. Evaluating and selecting information sources and digital tools based on the appropriateness to specific tasks.
3. Identifying and selecting appropriate technology tools that link instructional strategies for teaching English language learners.
4. Discussing technological tools for assisting students who are English language learners and linking the technology to strategies for teaching these students.

Competency 4: The student will research and present applicable national, state, and local resources for evidence-based data for use in appropriate instructional planning by:
1. Identifying and discussing applicable websites providing test data from national, state, local educational resources.
2. Facilitating technology-enhanced experiences that address content standards and student technology standards.
3. Using technology resources to engage in ongoing professional development and lifelong learning.

Updated: Fall 2024

Competency 5: The student will create effective technology rich learning environments and experiences by:
1. Using technology that supports collaboration, learning, and productivity.
2. Collaborating with students, peers, parents and community members using digital tools and resources to support student success and innovation.
3. Identifying information and communication technologies to maintain a student-centered learning environment that addresses the diverse needs of students.
4. Identifying and selecting assistive technologies that enable all students to effectively communicate and achieve their educational goals.
5. Identifying policies and procedures for the safe, appropriate, and ethical use of technologies.
6. Evaluating and reflecting on current research and professional practice in support of student learning.
7. Adapting learning experiences that incorporate digital tools and resources to promote student learning and creativity.
8. Adapting learning experiences that engage students in exploring real world issues and solving authentic problems using digital tools and resources.

Competency 6: The student will utilize technology concepts, systems, and operations by:
1. Selecting and using applications effectively and productively.
2. Using a variety of digital age media and formats to communicate relevant information and ideas effectively to students, parents, and peers.
3. Identifying and participating in local and global learning communities to explore creative applications of technology to improve student learning.
4. Advocating and practicing safe, legal, and responsible use of digital information and technology including respect for copyright, intellectual property, and appropriate documentation of sources.
5. Modeling digital etiquette and social interactions related to the use of technology and information.
6. Engaging in learning with students, colleagues and others in face to face and virtual environments to build collaborative knowledge.

Learning Outcomes:

1. Communication
2. Computer / Technology Usage
3. Critical Thinking
4. Cultural / Global Perspective
5. Ethical Issues
6. Information Literacy

Updated: Fall 2024