COURSE OUTLINE

(1) GENERAL

SCHOOL	EDUCATION		
ACADEMIC UNIT	DEPARTMENT OF PRIMARY EDUCATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ΔΕΕ190	**SEMESTER**	4
COURSE TITLE	INTRODUCTION TO ICT IN EDUCATION II		

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	**WEEKLY TEACHING HOURS**	**CREDITS**
	3	4
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).		

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	General background, skills development
PREREQUISITE COURSES:	No
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes
COURSE WEBSITE (URL)	http://ecourse.uoi.gr/course/view.php?id=889

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

Level of Learning Outcomes

The learning outcomes pertain to:

- Level 6 of the European Qualifications Framework
- Levels 1,2,3 (remembering, comprehending, applying) of Bloom's taxonomy

Descriptors of the European Qualifications Framework

- **Knowledge**: Theoretical underpinning of various software and services that can be used as cognitive tools for the construction of knowledge
- **Skills**: Familiarity and use of the above ICT tools
- **Competence**: Application of the above ICT tools in lesson plans of various subjects in order to make them more interactive, exploratory and creative.

Learning Outcomes

By the end of the course, students will have gain familiarity with:

- Website creation using Wordpress
- Open Educational Resources like learning objects repositories and MOOC platforms
- Concept maps using Cmaptools
- Physics simulations using Algodoo
- Visual programming using Scratch

- Web mapping services using Google Maps
- Interactive Classroom technologies like the interactive whiteboard, and assessment software
- Virtual Worlds using OpenSimulator
- Game engines using Construct 2
- Educational robotics using Lego WeDo and Scratch

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology
Adapting to new situations
Decision-making
Working independently
Team work
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas
Project planning and management
Respect for difference and multiculturalism
Respect for the natural environment
Showing social, professional and ethical responsibility and sensitivity to gender issues
Criticism and self-criticism
Production of free, creative and inductive thinking
……
Others…
…….

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Working independently
- Team work
- Working in an interdisciplinary environment
- Project planning and management
- Production of free, creative and inductive thinking

(3) SYLLABUS

This course is an introduction to various software and services that can be used as cognitive tools for the construction of knowledge. These ICT tools can be included in lesson plans of various subjects in order to make them more interactive, exploratory and creative. The course is based both on lectures and laboratory practice.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY
Face-to-face, Distance learning, etc.

Face-to-face in a Computer Laboratory

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
Use of ICT in teaching, laboratory education, communication with students

Use of ICT in teaching, laboratory education, communication with students

TEACHING METHODS
The manner and methods of teaching are described in detail.
Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS

Activity	***Semester workload***
Lectures	13
Laboratory Practice	26
Multiple choice questionnaires	13
Projects	48
Course total	***100***

STUDENT PERFORMANCE EVALUATION
Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical

Formative assessment along the semester through:
- Laboratory Practice
- Multiple choice questionnaires
- Projects

Final grade calculation:
- Weekly Multiple choice questionnaires 40%
- Weekly Projects 40%

examination of patient, art interpretation, other *Specifically-defined evaluation criteria are given, and if and where they are accessible to students.*	• Final Project 20%

(5) ATTACHED BIBLIOGRAPHY

Textbooks

- Newby, T. J., Stepich, D. A., Lehman, J. D., & Russel, J. D. (2009). Εκπαιδευτική τεχνολογία για διδασκαλία και μάθηση (1η εκδ): Εκδόσεις Επίκεντρο.
- Τζιμογιάννης, Α. (2017). Ηλεκτρονική μάθηση (1η εκδ): ΕΚΔΟΣΕΙΣ ΚΡΙΤΙΚΗ.
- Depover, C., Karsenti, T., & Κόμης, Β. (2010). Διδασκαλία με χρήση της τεχνολογίας: προώθηση της μάθησης, ανάπτυξη ικανοτήτων (1η εκδ): ΕΚΔΟΣΕΙΣ ΚΛΕΙΔΑΡΙΘΜΟΣ.

Extra educational materials (sources, quizzes, assignments) are available at http://ecourse.uoi.gr