

Liverpool John Moores University

Title: Education and Technology
Status: Definitive
Code: **6203EDSTUD** (122940)
Version Start Date: 01-08-2021

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Judith Enriquez	Y

Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 40
Total Learning Hours: 200
Private Study: 160

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	20
Practical	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Report (2500 words)	50	
Portfolio	AS2	Portfolio (2000 words)	50	

Aims

To use, examine and evaluate a range of technologies and conduct a review and analysis of educational issues raised by technology use.

To develop an awareness and understanding of the implications of technology use in current educational practices and the future of education itself.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critique the conceptual, technical and social development surrounding the integration of technology in educational settings
- 2 Integrate a set of tools/technologies effectively in a given learning task
- 3 Evaluate educational technologies

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Report	1	2	3
Portfolio	1	2	3

Outline Syllabus

What do we mean by 'educational technology'?

Learning Theories in Educational Technology

Technology Use in Education

Digital Literacy (is the Internet changing the way we think and learn?)

Online and distance education

Attitudes and perceptions towards educational technology

Provisions and Global Perspectives (equality; issue of digital divide – whose perspective?)

Internet Culture (issue of governance; cyber-bullying; user safety and security, particularly children and youth)

Learning Activities

Lectures, seminars/workshops, group work, online activities, reading, private study, set up an online learning space, evaluation of various technologies, development of a learning resource, group presentation, report writing, research.

Notes

This module will provide students with a critical perspective of the role technologies play in educational settings.