

# Syllabus

EDTC 3300: Introduction to Educational Technology

Online | Fall 2021



## Instructor Information

- **Name:** Douglas Holschuh, Ph.D.
- **Office:** ED 3065
- **Office Phone:** I teach in an entirely online program, so I'm not on campus that often. Contacting me using the Canvas Inbox, Email, or Teams Phone is recommended.
- **Microsoft Teams Phone:** (512) 408-0913
- **Email:** [dh61@txstate.edu](mailto:dh61@txstate.edu) (<mailto:dh61@txstate.edu?subject=EDTC%203300>)
- **Office Hours:** Office hours are online and by appointment. Contact me to make an appointment.



## Course Description and Purpose

This asynchronous online course will investigate what it means to teach in a world where digital devices and digital content are pervasive and always changing. Exploring a variety of tools available to P-12 students and teachers, teacher candidates in this course will actively and critically explore the pedagogical value of such tools for their future practice. The course will emphasize collaboration, discussion, experimentation, and play, and we will work together to develop the digital flexibility needed for effective instruction in today's—and tomorrow's—classrooms.

As an asynchronous course, there are no classes to attend, and the class doesn't meeting online at a specific time. There is a set schedule with due dates, however, and the course is not self-paced. To be successful, students should plan to engage with our Canvas course on a daily basis.

There are no prerequisite courses for this class.



## Course Learning Outcomes

When it comes to teaching in Texas, this course is designed to help you develop several important [Pedagogy and Professional Responsibilities EC-12](#) <sup>↗</sup>

([https://www.tx.nesinc.com/TestView.aspx?f=HTML\\_FRAG/TX160\\_PrepMaterials.html](https://www.tx.nesinc.com/TestView.aspx?f=HTML_FRAG/TX160_PrepMaterials.html)) assessed by the [Texas Examinations for Educator Standards](#) <sup>↗</sup> (<https://www.tx.nesinc.com/>).

The course is particularly responsive to Domain III (Implementing Effective, Responsive Instruction and Assessment), Competency 009: *The teacher incorporates the effective use of technology to plan, organize, deliver and evaluate instruction for all students.*

The beginning teacher:

1. Demonstrates knowledge of **basic terms and concepts of current technology, systems, and operations** (e.g., hardware, software applications and functions, input/output devices, networks, and basic design principles).
2. Understands issues related to the **safe and appropriate use of technology** in society and follows guidelines for the legal and ethical use of technology and digital information (e.g., privacy guidelines, copyright laws, acceptable use policies, and digital etiquette).
3. Applies procedures for **acquiring, analyzing, and evaluating electronic information** (e.g., locating information on networks, accessing and manipulating information from secondary storage and remote devices, using online help and other documentation, and evaluating electronic information for accuracy and validity).
4. Knows how to use task-appropriate tools and procedures to synthesize knowledge, create and modify solutions, and evaluate results to support the work of individuals and groups in problem-solving situations and **project-based learning activities** (e.g., planning, creating, and editing word processing documents, spreadsheet documents, and databases; using graphic tools; participating in electronic communities as learner, initiator, and contributor; and sharing information through online communication).
5. Knows how to **use productivity tools to collaborate and communicate information in various formats** (e.g., slide show, multimedia presentation, and newsletter) and **applies procedures for publishing information** in various ways (e.g., printed copy, monitor display, Internet document, and video).
6. Knows how to **plan, organize, deliver, and evaluate instruction that incorporates the effective use of current technology**; knows how to use developmentally appropriate instructional practices, activities, and materials to integrate the Technology Applications TEKS into the curriculum.
7. Knows how to **promote creative thinking and innovative process to construct knowledge, generate new ideas, and create products** (e.g., design multimedia

presentations, explore complex systems or issues, and develop steps for the creation of products).

#### 8. Identifies and addresses equity issues related to the use of technology.

The course is designed to meet many of the [International Society for Technology in Education \(ISTE\) Standards for Educators](https://www.iste.org/standards/for-educators) [\\_ \(https://www.iste.org/standards/for-educators\)\\_](https://www.iste.org/standards/for-educators).

1. **Learner:** Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.
2. **Leader:** Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.
3. **Citizen:** Educators inspire students to positively contribute to and responsibly participate in the digital world.
4. **Collaborator:** Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.
5. **Designer:** Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.
6. **Facilitator:** Educators facilitate learning with technology to support student achievement of the [ISTE Standards for Students](https://www.iste.org/standards/for-students) [\\_ \(https://www.iste.org/standards/for-students\)\\_](https://www.iste.org/standards/for-students).
7. **Analyst:** Educators understand and use data to drive their instruction and support students in achieving their learning goals.



## General Information

Although this course is fairly structured, I hope that we can work together to provide learning experiences that will both meet your individual needs and be as meaningful as possible. If you have a special need or interest which is not being met, please let me know so that we can identify additional learning resources. From my perspective, the success of this course rests upon two paramount responsibilities of the learner:

- Students must take responsibility for their own learning.
- Student must learn actively. Ask questions. Participate. Read. Exchange ideas. Discuss concepts. Experiment. Play!

## Are You Ready for Online Class?

Before COVID moved so much learning online, EDTC 3300 was often the first online class that many students had taken. That is much less likely now, but just in case you've never taken an online class before, know that online learning is a bit different than a traditional face-to-face class and it comes with its own set of challenges. If this is your first online class at Texas State, the university has some resources that you might find helpful.

- [Online Learning Readiness Self Assessment](https://ready.distancelearning.txstate.edu/) <sup>↗</sup> [\(https://ready.distancelearning.txstate.edu/\)](https://ready.distancelearning.txstate.edu/): Do a self check to see if you're ready to take an online class. This test has no bearing on whether you stay in this class or not, but it may help you identify areas that you need to think about as you take your first online course.
- [Tips for Online Success](http://www.distancelearning.txstate.edu/students/tips-for-success.html) <sup>↗</sup> [\\_\(http://www.distancelearning.txstate.edu/students/tips-for-success.html\)](http://www.distancelearning.txstate.edu/students/tips-for-success.html): Some general tips on taking an online class.
- [Canvas Student Guide](#): Canvas has a built-in course that gives an overview of how it works. If you find yourself confused about some aspect of Canvas, this is a good place to visit.

## Required Text

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There is no textbook for this course. All readings will be online and freely available online through the modules in this course.

## Required Technology

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As with any course in our program, as well as any course that meets online, you should be as up-to-date with your tech as you find possible. That includes:

- Internet Connection: high-speed Internet is required (cable or DSL, although LTE wireless on a laptop will work as well)
- Computer: something of recent vintage will make your life a lot easier, but the details are left to you:
  - Windows PC running Windows (Windows 10 is recommended)
  - Macintosh running MacOS (10.11+ is recommended, and 10.15 is free if your Mac can run it.)
  - Linux PC running ... well, whatever you run (I'll assume if you're running Linux, you know what you're doing!)
  - Although it is theoretically possible to run this class on a tablet like an iPad, it's going to cause you nothing but headaches, and I cannot recommend this.
- Microphone: When we do podcasts, screencasts, and digital storytelling, you'll need to record your voice. If you have a laptop, you should have a built-in microphone, but the earbuds to your phone probably have a built-in microphone and that would work better (i.e., better sound

quality). And if you have one, or if you just need an excuse to buy one, a dedicated USB microphone or (gaming) headset will work better still.

- Software: Almost everything we do will involve web applications, so ...
  - Browser: Your web browser will be the most important application for this class. The latest version of Google [Chrome \(https://www.google.com/chrome\)](https://www.google.com/chrome) or another Chromium-based browser (e.g., [Microsoft Edge \(https://www.microsoft.com/en-us/edge\)](https://www.microsoft.com/en-us/edge), [Brave \(https://brave.com/\)](https://brave.com/), etc.) is recommended, although [Firefox \(http://www.mozilla.com/\)](http://www.mozilla.com/) works well too. Safari on MacOS will work most of the time, but it has enough issues that I cannot recommend it, and I've stopped using it for Canvas. Lately, even though I'm a Mac user, my browser of choice has been the new [Microsoft Edge \(https://www.microsoft.com/en-us/edge\)](https://www.microsoft.com/en-us/edge), which is based on Chrome with better performance and privacy features. (If you're using Edge on Windows, make sure you're up to date and using the new one.)
  - Canvas Mobile Apps: Canvas has a mobile app for students, which is highly recommended if you want to access the system on your phone. Make sure you get the *Student* app (Canvas makes apps for instructors and parents, as well; the parent app being for parents of students using Canvas in K-12 environment). The mobile app is available for both iOS and Android, and you can find it on whatever app store you use.
  - PDF Reader: Every modern browser has a built-in PDF reader, but if you need a stand-alone app, both Mac and Linux have PDF readers built in (e.g, MacOS has the Preview application), and on Windows, there is [Adobe Acrobat Reader \(http://get.adobe.com/reader/\)](http://get.adobe.com/reader/). There are Acrobat versions for OS X and Linux as well, but 98% of the time you won't need them.
  - Microsoft Office: You will **not** need Microsoft Office for this class, but you [get it for free for being a student at Texas State](https://doit.txstate.edu/services/office365) [. \(https://doit.txstate.edu/services/office365\)](https://doit.txstate.edu/services/office365) and you may need it for other classes, so you may as well grab it!

## Office Hours

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Most issues for EDTC 3300 can be handled via email, but I am available to meet virtually if needed. See the top of the syllabus for my contact information.



## Class Assignments and Grading

### Building a Classroom Community

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The great thing about asynchronous courses is that they allow students to organize their course work around their lives in ways that make sense for them. If working in the morning works best for you, that's great. If you prefer to work late at night, also great. So long as your work is submitted according to deadlines, you can do it whenever suits your schedule best. The not-so-great thing about asynchronous courses is that since we don't meet weekly via Zoom, it can be more challenging for us to build a classroom community. More challenging, yes, but not impossible, and we will use discussion boards for our classroom community.

## DISCUSSION BOARD PARTICIPATION

At their best, discussion boards serve as a central hub of interaction, community building, and learning for asynchronous online courses. At their worst, they become the site of stale and superficial interactions--just another thing to get done. It is my hope that you will join me in creating a discussion boards of the best kind by drawing on course content, your own experiences, and your teaching future to support to write thoughtful commentary. To help students get to know each other more effectively, I have organized you into small groups.

**You must post at least twice to each module's discussion forum, which are designated by the module's title followed by the word "Reflect" (e.g., Apps: Reflect). To earn credit, your contributions must be completed according to the unit's due dates, not after we've moved on to the next thing, and both new posts and replies to classmates' posts count toward this requirement.** Responding to other student threads is important as this fosters the dialog better than an individual post that is disconnected from others' discussion. I'll provide more details about this ahead of the first required discussion posts.

Also, see the next section of the syllabus, **Online Communication Guidelines**, for more information on how online discussion will be conducted in this class.

## Module Activities

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Module activities are evaluated according to the assessment portion of each module, which is a checklist of requirements. There are 11 modules, and each set of activities is worth a number of points depending on how involved the project is (see the full list of points below). Note that the unit discussion is graded separately from the submitted unit project.

## Late Work

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This course has a strict due date and late-work policy. Please review this section of this syllabus carefully.

- Assignments are due on the due date listed on the class schedule. Assignments must be submitted by the very end of the day they are due on; that is, at 11:59PM on the due date.

- There is a grace period until 9AM the following morning, since that would be the earliest the assignments would be checked by the instructor, and as long as the assignment is handed in by 9AM, there will be no late penalty.
- After this grace period, the assignment will be considered late, and the maximum possible grade for the assignment becomes 80% of the original maximum grade. For example, if an assignment was originally worth a maximum of 10 points, after the grace period, it will only be worth a maximum of 8 points.
- If you hand in your assignment within 24 hours of the due date and time (11:59PM time), you can receive this maximum of 80% of the original maximum grade.
- After 24 hours from the due date, the assignment will be considered "not submitted" and you will receive a zero (0) for the assignment.
- Total Possible Points for Assignments Submitted By ...
  - By due date at 11:59PM = 100%
  - By 9AM following the due date = 100%
  - Within 24 hours from due date/time = 80%
  - After 24 hours from due date/time = 0%
- Canvas assignments close after the 9AM grace period, and any late work submitted after that will have to be emailed directly to the instructor.
- The links (URLs) to your assignments in your assignment submission must work in order for an assignment to be considered submitted (otherwise, the assignment cannot be located or graded). You are responsible for linking the correct URL to your assignments, and you should double check them to make sure they work. In fact, it's a good idea to check the URL from another computer to make sure that the assignment can be accessed from someone who is not on your computer, as there are some instances where the assignment can be seen on the computer it was created on but not on another computer.
- If the URL to your assignment is incorrect when the instructor goes to grade it, an email will be sent to you. You then have **24 hours from the time the email is sent** to fix the URL. If the URL is fixed within 24 hours of the email being sent, you can then receive up to 80% of the possible points for the assignment. If you do not fix the URL within 24 hours of the email being sent, the assignment will be considered "not submitted" and you will receive a zero (0) for the assignment.
- As you can see, having the correct URL is very important for this class, and if you have to be contacted about fixing a URL, you have already lost 20% of your grade for the assignment.

## Grade Breakdown

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Your grade will be made up of the following components.

- **Assignments = 109 Points**
  - Module 1: Living & Working Online = 7

- Module 2: Project-Based Learning = 8
- Module 3: Digital Pedagogies = 10
- Module 4: Apps = 8
- Module 5: Digital Game-Based Learning = 7
- Module 6: Blogs = 15
- Module 7: Podcasts = 15
- Module 8: Screencasts = 10
- Module 9: Digital Storytelling = 12
- Module 10: Visual Programming = 10
- Module 11: Wrap Up = 7
- **Discussions = 42 Points**
- **Quizzes = 8 Points**
  - Module 0: Syllabus Quiz = 3
  - Module 1: Living & Working Online Quiz = 5
- **Total = 159 Points**

Your current course grade (as well as individual assignment and discussion grades) can always be viewed on Canvas.

## Final Grades

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Numerical grades are derived as a **percentage of points earned out of points possible**, and final letter grades are distributed as a percentage on the following scale:

- Letter Grade = Percentage
  - A = 100-90
  - B = 89-80
  - C = 79-70
  - D = 69-60
  - F = 59-0



## Online Communication Guidelines

Through online discussion forums, you will have the opportunity to:

- Interact with others in the class
- Develop and share ideas
- Pose questions

- Get and give feedback
- Share experiences In order for the communication to be effective, interesting, and useful, it is important to do more than just post your ideas. You should also read the postings of your peers and respond when you have suggestions or input.

## Maintain Professional Conduct Online

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The classroom whether online or face-to-face is a professional environment where academic debate and learning take place. Your instructor will make every effort to make this environment safe for you to share your opinions, ideas, and beliefs. In return, you are expected to respect the opinions, ideas, and beliefs of other students.

## Verbals and Non-verbals

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It is important to remember that you will not have the non-verbal cues that you get in the traditional face-to-face classroom and neither will your instructor. Your instructor cannot see the confused, frustrated, or unhappy expressions on your face if you encounter problems. **You MUST communicate with your instructor so that I can help.**

To make the experience go smoothly, remember that you're responsible for:

- Initiating more contact
- Being direct, persistent, and vocal when you don't understand something
- Communicating often and early

## Emoticons / Emoji

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Use of emoticons and emoji is considered a friendly and informal style of communicating feelings in plain text messages, and it is quite OK to use them when communicating in this class. Be careful not to rely too much on emoticons or symbols in your communication as they may not easily be understood by others or may distract from your intended message.

## Follow the Rules of "Netiquette"

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- Mind your manners just as you would in a classroom.
- The instructor reserves the right to remove any discussion messages that display inappropriate language or content. Do not use offensive language.
- Respond to ideas, not to people. Name-calling, rude comments and foul language are as unacceptable in an online discussion as they are in a classroom.

- ALL CAPS is considered the equivalent to shouting. Use only when absolutely necessary.
- Be careful of humor or sarcasm; it is easily misinterpreted online. If you are joking, you must say you are joking. Emoji become quite important here, of course, but make sure the meaning is clear.
- Don't write anything you wouldn't want to see in a newspaper. Email, not a discussion board, is the way to share personal information.
- Clearly state what you believe, even if it means that you are disagreeing with someone. Never, however, respond in anger – take care to discuss ideas, not the person.

## What Makes Good Discussion?

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Discussion is a vital part of a hybrid class to help build a learning community and learn from others. Here are some tips on what makes for good (and not so good) discussion posts. Remember, **the simple rule is to post a minimum of two times to each unit forum.**

- **Good Discussion ...**
  - Includes a minimum of 2 posts.
  - Is made in a timely fashion, giving others an opportunity to respond.
  - Is thoughtful, and analyzes the content or question asked.
  - Makes connections to other content and real-life situations.
  - Sustains discussions already taking place, or poses new possibilities or opinions not previously voiced.
- **Not-So-Good Discussion ...**
  - Does not include a minimum of 2 posts.
  - Is not made in a timely fashion, which keeps other students from reading and responding.
  - Is rudimentary and superficial, lacking any degree of analysis or critique.
  - Contributes no novel ideas, connections, or real-world applications.
  - May be completely off topic.
  - Posts no follow-up responses to others.

## Instructor Role

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As the instructor, I will serve as a guide in the forums. While I will not respond to every post, I will read what is posted, and reply when necessary. Expect instructor posts in the following situations:

- To assist each of you when it comes to making connections between discussion and unit material.
- To fill in important things that may have been missed.
- To re-direct discussion when it gets sidetracked.
- To point out key points or to identify important posts.

## Getting the Most Out of Your Online Discussion

- **Log in often:** To truly create and follow a discussion, members must make frequent comments. Logging in daily also reduces the amount of time you spend in the discussion room at any one sitting.
- **Initial Posts:** To help our discussions stay focused, please use my prompts as a starting place, although don't feel like you need to provide an answer to every question/thought I present. Do, however, be sure to reference at least one resource mentioned on the "Connect" page of whatever module we're working on at the time.
  - **Timeliness:** Be sure to post your initial discussion post ahead of the due date, which will typically be about halfway through the module. This is very important because it helps us avoid a situation where there aren't enough people to reply to because too many people are waiting until the last minute.
- **Reply to comments:** A discussion is supposed to be an exchange of ideas. If you only post your answer to the instructor's question, then you have completed an assignment, but not become part of the discussion. You can respond to another posting in the following ways:
  - **Challenge**
    - This type of comment respectfully disagrees with some aspect of a classmate's post and explains the nature of the disagreement.
    - Sentence stem:
      - "I would like to challenge the idea that...."
  - **Complicate**
    - This type of comment adds additional details that make an apparently simple idea more complex.
    - Sentence stem:
      - "I would like to complicate the idea that..."
  - **Question**
    - This type of comment presents a question provoked by a classmate's ideas and develops why the question matters.
    - Sentence stem:
      - "One question I have for you is...."
  - **Extend**
    - This type of comment supports a classmate's ideas by providing additional evidence and/or detail.
    - Sentence stem:
      - "I would like to extend the idea.....by adding...."
- **Keep your comments brief and to the point:** You wouldn't take the floor for 5-10 minutes in a classroom discussion, so don't write a paper in a posting. Huge postings can stop a discussion dead in its tracks. Other students may be intimidated by them or may not have the time to read them, and hence your ideas are never heard.



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# Course Policies

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## Attendance Policy

EDTC 3300 is an asynchronous online course using Canvas, other web sites, and email for content delivery and communication. There are no classes to attend, and the class never meets online at a specific time. The class does follow a schedule with set due dates, however, and it is *not* a self-paced course. Therefore, consistent, daily connection with the class through Canvas, and ongoing communication with classmates and the professor are required. If the professor feels that you have not fully participated in the online discussion and if you do not keep up with the coursework, your participation grade will be affected.

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## Contacting Your Instructor

I'm online much of the day, and I check email and Canvas several times a day (some days more than others). I sometimes work late into the night, but that's not a given. Generally, if you contact me before 5PM, you can expect a reply that same day. If you contact me after 5PM, you *might* get a reply from me that night, but a reply isn't guaranteed until the following morning. Additionally, depending on my schedule (meetings, etc.), during the day, you might receive an immediate reply from me or you might have to wait a few hours. If you contact me during the work day, I'll always try to get back to you by the early evening at the latest. I am less available on the weekends, but I will still try to reply within 24 hours if you contact me over the weekend. **It is best to start on your projects before the weekend, so you can ask me any initial questions you may have.**

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## Incompletes

A candidate may receive an incomplete (I) for reasons such as illness or other extenuating circumstances upon approval of the course instructor and Texas State University. An incomplete is not granted just to extend time to complete work that should have been done in a timely manner according to the course schedule.

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## Understanding When You May Drop This Course

It is the student's responsibility to understand what he or she needs to consider when dropping a course. Refer to the [Registrar's Academic Calendar](http://www.registrar.txstate.edu/persistent-links/academic-calendar.html) <sup>↗</sup> (<http://www.registrar.txstate.edu/persistent-links/academic-calendar.html>) for dates and deadlines for dropping a course. After the standard deadlines, a student will need to file an appeal with a serious and compelling reason why the course drop is required, such as: (a) documented and significant change in work hours, leaving student unable to attend class, or (b) documented and severe physical/mental illness/injury to the student or student's family. Even in cases such as these, however, the event must have occurred after the published drop date in order to qualify for an appeal.

## Web Site Downtime

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EDTC 3300 (and all online courses) depends heavily on the availability of all the necessary web sites used by the course. The time that a needed web (e.g., YouTube) site is down (i.e., the downtime) may affect the course schedule and assignment due dates as follows:

- If a needed web site is down for a short period of time (up to 6 hours), no change will be made to the schedule.
- If a needed web site is down for more than 6 hours up to a full day, an extra day will be added to the current unit and all connected due dates.
- If a needed web site is down for longer than a day, the instructor will modify the schedule accordingly, and may change the unit to use an alternative web site.



## University Policies

### Our Mission

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Texas State University is a doctoral-granting, student-centered institution dedicated to excellence and innovation in teaching, research, including creative expression, and service. The university strives to create new knowledge, to embrace a diversity of people and ideas, to foster cultural and economic development, and to prepare its graduates to participate fully and freely as citizens of Texas, the nation, and the world.

### Our Shared Values

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In pursuing our mission, we, the faculty, staff, and students of Texas State University, are guided by a shared collection of values:

- Teaching and learning based on research, student involvement, and the free exchange of ideas in a supportive environment;
- Research and creative activities that encompass the full range of academic disciplines—research with relevance, from the sciences to the arts, from the theoretical to the applied;
- The cultivation of character, integrity, honesty, civility, compassion, fairness, respect, and ethical behavior in all members of our university community;
- A diversity of people and ideas, a spirit of inclusiveness, a global perspective, and a sense of community as essential conditions for campus life;
- A commitment to service and leadership for the public good;
- Responsible stewardship of our resources and environment; and
- Continued reflection and evaluation to ensure that our strengths as a community always benefit those we serve.

Please see the [Texas State code of Student Conduct](http://www.dos.txstate.edu/handbook/rules/cosc.html) <sup>↗</sup> (<http://www.dos.txstate.edu/handbook/rules/cosc.html>) for more information.

## Academic Honesty

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Students must demonstrate high standards of integrity. They should do their own work on all material submitted to meet course requirements. Since dishonesty harms the individual and his/her fellow students, as well as the integrity of the University, I will strictly enforce policies on academic dishonesty. You must read and abide by the [Texas State Academic Honor Code](http://www.txstate.edu/honorcodecouncil/Academic-Integrity.html) <sup>↗</sup> (<http://www.txstate.edu/honorcodecouncil/Academic-Integrity.html>).

## Religious Holidays

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"In accordance with Texas Education Code § 51.911, the university allows students who are absent from classes for the observation of a religious holy day to take an examination or complete an assignment scheduled for the day within a reasonable time after the absence." [See the relevant section of the Student Handbook](http://www.dos.txstate.edu/handbook/rules/procedures.html#Religious%20Holy%20Days) <sup>↗</sup> (<http://www.dos.txstate.edu/handbook/rules/procedures.html#Religious%20Holy%20Days>) for details.

## Disability Services

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Texas State University seeks to provide reasonable accommodations for all qualified individuals with disabilities. This University will adhere to all applicable federal, state, and local laws,

regulations and guidelines with respect to providing reasonable accommodations as required to afford equal educational opportunity. It is the student's responsibility to register with [Disability Support Services](#) [\(http://www.ods.txstate.edu/\)](http://www.ods.txstate.edu/) and to contact me as soon as possible to arrange for appropriate accommodations.

## Course Summary:

Date	Details	Due
Wed Aug 25, 2021	 <a href="#">EDTC 3300 Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894735&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894735&amp;include_contexts=course_1800764</a>	12am
Wed Aug 25, 2021	 <a href="#">Unit 0 (Course Introduction) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894679&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894679&amp;include_contexts=course_1800764</a>	9am
Wed Aug 25, 2021	 <a href="#">Unit 1 (Living &amp; Working Online) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894681&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894681&amp;include_contexts=course_1800764</a>	9am
Sat Aug 28, 2021	 <a href="#">Units 0 &amp; 1 First Posts Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894697&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894697&amp;include_contexts=course_1800764</a>	11:59pm
Tue Aug 31, 2021	 <a href="#">00.03. Syllabus Quiz</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480560">https://canvas.txstate.edu/courses/1800764/assignments/23480560</a>	due by 11:59pm
Tue Aug 31, 2021	 <a href="#">00.04. Student Introductions</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480584">https://canvas.txstate.edu/courses/1800764/assignments/23480584</a>	due by 11:59pm
Tue Aug 31, 2021	 <a href="#">01.03. Living &amp; Working Online: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480578">https://canvas.txstate.edu/courses/1800764/assignments/23480578</a>	due by 11:59pm
Tue Aug 31, 2021	 <a href="#">01.05. Living &amp; Working Online: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480590">https://canvas.txstate.edu/courses/1800764/assignments/23480590</a>	due by 11:59pm

Date	Details	Due
	 <a href="#">01.06. Living &amp; Working</a> <a href="#">Online: Quiz</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480562">https://canvas.txstate.edu/courses/1800764/assignments/23480562</a>	due by 11:59pm
	 <a href="#">Unit 0 (Course Introduction)</a> <a href="#">Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894717&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894717&amp;include_contexts=course_1800764</a>	11:59pm
	 <a href="#">Unit 1 (Living &amp; Working Online) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894719&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894719&amp;include_contexts=course_1800764</a>	11:59pm
Wed Sep 1, 2021	 <a href="#">Unit 2 (PBL) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894721&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894721&amp;include_contexts=course_1800764</a>	9am
Sat Sep 4, 2021	 <a href="#">Unit 2 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894699&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894699&amp;include_contexts=course_1800764</a>	11:59pm
	 <a href="#">02.03. PBL: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480582">https://canvas.txstate.edu/courses/1800764/assignments/23480582</a>	due by 11:59pm
Tue Sep 7, 2021	 <a href="#">02.05. PBL: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480592">https://canvas.txstate.edu/courses/1800764/assignments/23480592</a>	due by 11:59pm
	 <a href="#">Unit 2 (PBL) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894727&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894727&amp;include_contexts=course_1800764</a>	11:59pm
Wed Sep 8, 2021	 <a href="#">Unit 3 (Digital Pedagogies) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894737&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894737&amp;include_contexts=course_1800764</a>	9am
Sat Sep 11, 2021	 <a href="#">Unit 3 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894701&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894701&amp;include_contexts=course_1800764</a>	11:59pm
Tue Sep 14, 2021	 <a href="#">03.03. Digital Pedagogies: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480580">https://canvas.txstate.edu/courses/1800764/assignments/23480580</a>	due by 11:59pm

Date	Details	Due
	 <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480594">03.05. Digital Pedagogies: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480594">(https://canvas.txstate.edu/courses/1800764/assignments/23480594)</a>	due by 11:59pm
	 <a href="https://canvas.txstate.edu/calendar?event_id=3894729&amp;include_contexts=course_1800764">Unit 3 (Digital Pedagogies) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894729&amp;include_contexts=course_1800764">(https://canvas.txstate.edu/calendar?event_id=3894729&amp;include_contexts=course_1800764)</a>	11:59pm
Wed Sep 15, 2021	 <a href="https://canvas.txstate.edu/calendar?event_id=3894739&amp;include_contexts=course_1800764">Unit 4 (Apps) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894739&amp;include_contexts=course_1800764">(https://canvas.txstate.edu/calendar?event_id=3894739&amp;include_contexts=course_1800764)</a>	9am
Sat Sep 18, 2021	 <a href="https://canvas.txstate.edu/calendar?event_id=3894703&amp;include_contexts=course_1800764">Unit 4 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894703&amp;include_contexts=course_1800764">(https://canvas.txstate.edu/calendar?event_id=3894703&amp;include_contexts=course_1800764)</a>	11:59pm
	 <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480596">04.04. Apps: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480596">(https://canvas.txstate.edu/courses/1800764/assignments/23480596)</a>	due by 11:59pm
Tue Sep 21, 2021	 <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480576">04.05. Apps: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480576">(https://canvas.txstate.edu/courses/1800764/assignments/23480576)</a>	due by 11:59pm
	 <a href="https://canvas.txstate.edu/calendar?event_id=3894731&amp;include_contexts=course_1800764">Unit 4 (Apps) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894731&amp;include_contexts=course_1800764">(https://canvas.txstate.edu/calendar?event_id=3894731&amp;include_contexts=course_1800764)</a>	11:59pm
Wed Sep 22, 2021	 <a href="https://canvas.txstate.edu/calendar?event_id=3894759&amp;include_contexts=course_1800764">Unit 5 (Digital Games Based Learning) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894759&amp;include_contexts=course_1800764">(https://canvas.txstate.edu/calendar?event_id=3894759&amp;include_contexts=course_1800764)</a>	9am
Sat Sep 25, 2021	 <a href="https://canvas.txstate.edu/calendar?event_id=3894705&amp;include_contexts=course_1800764">Unit 5 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894705&amp;include_contexts=course_1800764">(https://canvas.txstate.edu/calendar?event_id=3894705&amp;include_contexts=course_1800764)</a>	11:59pm
Tue Sep 28, 2021	 <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480586">05.03. Digital Game-Based Learning: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480586">(https://canvas.txstate.edu/courses/1800764/assignments/23480586)</a>	due by 11:59pm
	 <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480598">05.05. Digital Game-Based Learning: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480598">(https://canvas.txstate.edu/courses/1800764/assignments/23480598)</a>	due by 11:59pm

Date	Details	Due
Wed Sep 29, 2021	 <a href="#">Unit 5 (Digital Games Based Learning) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894741&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894741&amp;include_contexts=course_1800764</a>	11:59pm
Wed Sep 29, 2021	 <a href="#">Unit 6 (Blogs) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894743&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894743&amp;include_contexts=course_1800764</a>	9am
Tue Oct 5, 2021	 <a href="#">Unit 6 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894709&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894709&amp;include_contexts=course_1800764</a>	11:59pm
Tue Oct 12, 2021	 <a href="#">06.03. Blogs: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480574">https://canvas.txstate.edu/courses/1800764/assignments/23480574</a>	due by 11:59pm
Tue Oct 12, 2021	 <a href="#">06.05. Blogs: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480600">https://canvas.txstate.edu/courses/1800764/assignments/23480600</a>	due by 11:59pm
Wed Oct 13, 2021	 <a href="#">Unit 6 (Blogs) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894753&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894753&amp;include_contexts=course_1800764</a>	11:59pm
Wed Oct 13, 2021	 <a href="#">Unit 7 (Podcasts) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894723&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894723&amp;include_contexts=course_1800764</a>	9am
Tue Oct 19, 2021	 <a href="#">Unit 7 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894711&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894711&amp;include_contexts=course_1800764</a>	11:59pm
Tue Oct 26, 2021	 <a href="#">07.03. Podcasts: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480572">https://canvas.txstate.edu/courses/1800764/assignments/23480572</a>	due by 11:59pm
Tue Oct 26, 2021	 <a href="#">07.05. Podcasts: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480604">https://canvas.txstate.edu/courses/1800764/assignments/23480604</a>	due by 11:59pm
Tue Oct 26, 2021	 <a href="#">Unit 7 (Podcasts) Ends</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894755&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894755&amp;include_contexts=course_1800764</a>	11:59pm

Date	Details	Due
Wed Oct 27, 2021	 <b><a href="#">Unit 8 (Screencasts) Begins</a></b> <a href="https://canvas.txstate.edu/calendar?event_id=3894725&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894725&amp;include_contexts=course_1800764</a>	9am
Sat Oct 30, 2021	 <b><a href="#">Unit 8 First Post Due</a></b> <a href="https://canvas.txstate.edu/calendar?event_id=3894707&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894707&amp;include_contexts=course_1800764</a>	11:59pm
Tue Nov 2, 2021	 <b><a href="#">08.03. Screencasts: Discussion</a></b> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480568">https://canvas.txstate.edu/courses/1800764/assignments/23480568</a>	due by 11:59pm
Tue Nov 2, 2021	 <b><a href="#">08.05. Screencasts: Assignment</a></b> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480606">https://canvas.txstate.edu/courses/1800764/assignments/23480606</a>	due by 11:59pm
Wed Nov 3, 2021	 <b><a href="#">Unit 8 (Screencasts) Ends</a></b> <a href="https://canvas.txstate.edu/calendar?event_id=3894745&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894745&amp;include_contexts=course_1800764</a>	11:59pm
Wed Nov 3, 2021	 <b><a href="#">Unit 9 (Digital Storytelling) Begins</a></b> <a href="https://canvas.txstate.edu/calendar?event_id=3894747&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894747&amp;include_contexts=course_1800764</a>	9am
Tue Nov 9, 2021	 <b><a href="#">Unit 9 First Post Due</a></b> <a href="https://canvas.txstate.edu/calendar?event_id=3894713&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894713&amp;include_contexts=course_1800764</a>	11:59pm
Tue Nov 16, 2021	 <b><a href="#">09.03. Digital Storytelling: Discussion</a></b> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480566">https://canvas.txstate.edu/courses/1800764/assignments/23480566</a>	due by 11:59pm
Tue Nov 16, 2021	 <b><a href="#">09.05. Digital Storytelling: Assignment</a></b> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480608">https://canvas.txstate.edu/courses/1800764/assignments/23480608</a>	due by 11:59pm
Tue Nov 16, 2021	 <b><a href="#">Unit 9 (Digital Storytelling) Ends</a></b> <a href="https://canvas.txstate.edu/calendar?event_id=3894749&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894749&amp;include_contexts=course_1800764</a>	11:59pm

Date	Details	Due
Wed Nov 17, 2021	 <a href="#">Unit 10 (Visual Programming) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894685&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894685&amp;include_contexts=course_1800764</a>	9am
	 <a href="#">Unit 11 (Wrap Up) Begins</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894733&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894733&amp;include_contexts=course_1800764</a>	9am
Tue Nov 23, 2021	 <a href="#">Unit 10 First Post Due</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894715&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894715&amp;include_contexts=course_1800764</a>	11:59pm
Wed Nov 24, 2021	 <a href="#">Thanksgiving Break</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894687&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894687&amp;include_contexts=course_1800764</a>	12am
Thu Nov 25, 2021	 <a href="#">Thanksgiving Break</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894689&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894689&amp;include_contexts=course_1800764</a>	12am
Fri Nov 26, 2021	 <a href="#">Thanksgiving Break</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894691&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894691&amp;include_contexts=course_1800764</a>	12am
Sat Nov 27, 2021	 <a href="#">Thanksgiving Break</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894693&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894693&amp;include_contexts=course_1800764</a>	12am
Sun Nov 28, 2021	 <a href="#">Thanksgiving Break</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894695&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894695&amp;include_contexts=course_1800764</a>	12am
Thu Dec 2, 2021	 <a href="#">Last Day of Class</a> <a href="https://canvas.txstate.edu/calendar?event_id=3894757&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894757&amp;include_contexts=course_1800764</a>	12am
	 <a href="#">10.03. Visual Programming: Discussion</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480564">https://canvas.txstate.edu/courses/1800764/assignments/23480564</a>	due by 11:59pm
	 <a href="#">10.05. Visual Programming: Assignment</a> <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480610">https://canvas.txstate.edu/courses/1800764/assignments/23480610</a>	due by 11:59pm

Date	Details	Due
	 <a href="#">Unit 10 (Visual Programming) Ends</a> ( <a href="https://canvas.txstate.edu/calendar?event_id=3894683&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894683&amp;include_contexts=course_1800764</a> )	11:59pm
	 <a href="#">Unit 11 (Wrap Up) Ends</a> ( <a href="https://canvas.txstate.edu/calendar?event_id=3894751&amp;include_contexts=course_1800764">https://canvas.txstate.edu/calendar?event_id=3894751&amp;include_contexts=course_1800764</a> )	11:59pm
	 <a href="#">11.02. Wrap Up: Assignment</a> ( <a href="https://canvas.txstate.edu/courses/1800764/assignments/23480614">https://canvas.txstate.edu/courses/1800764/assignments/23480614</a> )	due by 11:59pm