<table>
<thead>
<tr>
<th><strong>Module Code</strong></th>
<th>CS7036</th>
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</thead>
<tbody>
<tr>
<td><strong>Module Name</strong></td>
<td>Technologies for Teaching and Learning</td>
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<tr>
<td><strong>Short Title</strong></td>
<td>Technology</td>
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<tr>
<td><strong>ECTS weighting</strong></td>
<td>10</td>
</tr>
<tr>
<td><strong>Semester taught</strong></td>
<td>Semester one and two</td>
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</tbody>
</table>
| **Contact Hours** | Lecture hours: 32  
Total hours: 32 |
| **Personnel** | Brendan Tangney |

**Learning Outcomes**
Upon successful completion of the module students should be able to:
- analyse, through experience, how relevant pedagogical theories can be embodied in different technological artefacts.
- integrate, through experience, pedagogically inspired technical artefacts into teaching and learning.

**Module Learning Aims**
The aims of this module are to raise awareness and develop understanding of a number of innovative technologies used in the area of technology and learning and engage in concrete experiences with these technologies.

**Module Content**
The SAMR Model; Simulations; Constructionist learning tools; Web 2.0 technologies.

**Recommended Reading List**

**Pre Requisite**
N/a

**Co Requisite**
N/a

**Assessment Details**
Students are required to design, implement and critically reflect upon learning scenarios facilitated by some of the technologies covered in the module.
- Assignment 1 – 1st semester – 50%
- Assignment 2 – 2nd semester – 50%