

Technologies for Teaching & Learning – CS7036

Module Code	CS7036
Module Name	Technologies for Teaching and Learning
Short Title	Technology
ECTS weighting	10
Semester taught	Semester one and two
Contact Hours	Lecture hours: 32 Total hours: 32
Personnel	Brendan Tangney
Learning Outcomes	Upon successful completion of the module students should be able to: <ul style="list-style-type: none"> 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	Jane L. Howland, David H. Jonassen, Rose M. Marra (2013) Meaningful learning with technology, Pearson. Papert, S. (1993). Mindstorms: Children, Computers and Powerful Ideas (2nd ed.). Cambridge, MA: Basic Books.
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. <ul style="list-style-type: none"> Assignment 1 – 1st semester – 50% Assignment 2 – 2nd semester – 50%