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## ***T&L 2900— Tech Tools for Increasing Student Engagement*** **Course at a Glance**

**Instructor/Presenter:** Andrew Chapple

**Length:** 45 hours

**Dates:** Enroll anytime—Complete in 4 months

**Number of Graduate Professional Development Credits:** 3

### **Introduction**

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This course is designed for teachers who want to learn more about using EdTech in the classroom. Students will explore six online tools that can increase student engagement and learning. The information in this course can be used in any class as an alternative to traditional assignments.

### **Learning Objectives**

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At the end of this course, you should be able to accomplish the following objectives:

- Identify ways to utilize the following tools in their classroom
- Create practical projects for classroom use
- Apply what was learned by way of lesson plans to enhance student engagement

### **Text and/or Other Materials**

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Up-to-date computer, video and sound recording capability, as well as reliable internet access.

### **Module Topics and Assignments**

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Introduction  
ThingLink Project  
Padlet Project  
Quizizz Project  
EdPuzzle Project  
Screencastify Project  
Lesson Plan Development

### **Grading and Evaluation Activities:**

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Assignments	Time Spent (Hrs)	Point Value
Modules 1: Introduction and Kahoot	8	15 points per assignment; 90 points for the course
Modules 2: ThingLink Project	8	15 points per assignment; 90 points for the course
Modules 3: Padlet Project	9	15 points per assignment; 90 points for the course
Module 4: Quizizz Project	8	15 points per assignment; 90 points for the course
Module 5: EdPuzzle Project	8	15 points per assignment; 90 points for the course
Module 6: Screencastify Project	12	15 points per assignment; 90 points for the course
Module 7: Lesson Development	10	30 points
<b>Totals</b>	<b>63</b>	<b>120 points</b>

### Grading Criteria:

A/ S	90-100%
B/ S	80-89%
C/ S	70-79%
F/ U	below 70%

### Scholastic Dishonesty

Students enrolled in this course are expected to be aware of the seriousness of scholastic dishonesty. Unacceptable behavior such as submitting someone else's work as your own, cheating on exams, or plagiarizing can result in failure of the course or other sanctions. For a more detailed description of these policies, please refer to the UND Code of Student Life; Appendix IIIa-3, at:

<http://und.edu/student-affairs/code-of-student-life/>