COLLEGE OF EDUCATION AND HUMAN DEVELOPMENT
INSTRUCTIONAL TECHNOLOGY PROGRAM
EDIT 772 SECT 6D1
WEB-BASED INSTRUCTIONAL TOOLS

DAYS / TIME / LOCATION | INSTRUCTOR: Wanda Mally
Course meets online 03/06/06 | Email Address: wmally@gmu.edu
through 05/05/06. | Phone Number: (207) 738-2414; (207) 738-2449 (FAX)

Course Description
EDIT 772 is an overview of concepts and strategies used in the design of online instruction,
followed by an indepth overview of the tools that make up the WebCT course management
system (CMS). Students will use WebCT along with the concepts and strategies learned to
develop an online course pertaining to Mine Safety and Health.

Delivery Format
EDIT 772 Section D61 will be delivered online using a primarily asynchronous format
consisting of the following:

- Instructor-provided lecture materials
- Assigned readings & research
- Instructor-Student discussions (one discussion will be synchronous chat)
- Two Role-Play assignments

To successfully participate in the course, students are required to have access to the
Internet. Students will be given access to the WebCT course delivered by the instructor.
Students will also be given access to a separate course for which each student is assigned a
designer role.

Objectives
- Identify content best suited for online and classroom delivery or a blend of both
- Map and use WebCT tools appropriately to instructional strategies
- Use WebCT to develop and deliver an online course that facilitates a collaborative
  and interactive learning environment
- Evaluate an online course from the learner’s perspective and provide feedback

Resources Required by Students
- Internet access
- WebCT Account
  (go to http://www.irc.gmu.edu/coursetools/webct/quickstart.html to review system
   requirements for running WebCT from your workplace or home)
- GMU Email Account

Required Software and Course Texts
- WebCT Workshop Guide (Instructor-provided)
## Schedule of Topics

The following is a summary of the topics & activities covered during the 9-week period.

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic / Sub-Topics</th>
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</table>
| 1    | Course kick-off with syllabus/resource walk-through  
       | Coordinate synchronous student-instructor chat(s)  
       | Online Documentation Review and Readings relating to design models and techniques used in the development of e-Learning products  
       | Begin thinking about topic for online course project (for Assignment #1) |
| 2    | Documentation Review (includes Chapters 1 and 4, "Online Learning: Concepts, Strategies and Application", by Dabbagh & Bannan-Ritland)  
       | Finalize topic for online course project  
       | Asynchronous Discussion #1 - Share Results of Exploration Phase  
       | Begin multimedia review of WebCT tools and exploration of WebCT application in designer/developer role |
| 3    | Documentation Review (includes Chapters 5 and 6, "Online Learning: Concepts, Strategies and Application", by Dabbagh & Bannan-Ritland)  
       | Asynchronous Discussion #2 (Suggest & Discuss Potential Strategies)  
       | Continue multimedia review of WebCT tools and exploration of WebCT application in designer/developer role |
| 4    | Online Documentation Review (Assessment and Evaluation)  
       | Asynchronous Discussion #3 – (Brainstorm & Compile Evaluation Criteria)  
       | Complete multimedia review of WebCT tools and exploration of WebCT application in designer/developer role |
| 5    | Begin Assignment #1—Use the WebCT folder that has been assigned to you to begin developing your course |
| 6    | Continue Assignment #1 |
| 7    | Complete Assignment #1 (Use the Project Quality Checklist to verify completion) |
| 8    | Complete Assignment #2—Complete online courses & quizzes for which you are enrolled; submit course surveys to the course designer/developer upon completion |
| 9    | EDIT 772 Course Wrap-up with Discussion #4  
       | EDIT 772 Course Evaluations |
Grading and Course Assignments
Your grade will be based on your participation in 4 discussions and completion of 2 role-play assignments as described below:

- Participation in Discussion #1 – Share Results of Exploration Phase (20 pts)
- Participation in Discussion #2 – Suggest & Discuss Potential Strategies (20 pts)
- Participation in Discussion #3 – Brainstorm & Compile Criteria for Level 1 & 2 Evaluations [Note: This is a 2-part discussion] (40 pts)
- Role-play Assignment #1 (Designer/Developer) – Design & Develop an MSHA-specific course (100 pts)
- Role-play Assignment #2 (Learner) – Complete Online Course & Survey (100 pts—includes 50 points for completing the course; 50 points for completing the survey)
- Participation Discussion #4 – Reflection & Suggestions for Revision Based on Learner Feedback (20 pts)

The following **Project Quality Checklist** will be used to grade your resulting product from role-play assignment #1. While some of the items listed may overlap, this checklist is intended to help you validate the quality and effectiveness of your final product. Each checklist item is worth 10 points for the total value of 100 points for assignment #1, as noted above.

- Clearly conveys expected outcomes (objectives) of learning
- Organization and structure facilitate (rather than obstruct) learning
- Employs various WebCT tools and features to effectively integrate key components of online learning
- Employs use of Gagne’s events of instruction for at least 2 complete instructional units (lessons) including, but not limited to, a component for learner assessment
- Incorporates use of authentic learning activities
- Employs instructional strategies appropriate for the desired learning outcomes
- Employs delivery modes that are appropriate for the instructional content
- Includes a component for the learner to evaluate the course and provide feedback
- Incorporates the use of various scaffolding techniques that promote online learning
- Employs the use of tools for student tracking, file and course data management

Using the following scale, the final grade is based on your performance out of 300 possible points:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points</th>
</tr>
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<tbody>
<tr>
<td>A</td>
<td>300-269</td>
</tr>
<tr>
<td>B</td>
<td>268-239</td>
</tr>
<tr>
<td>C</td>
<td>238-209</td>
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<tr>
<td>D</td>
<td>208-179</td>
</tr>
<tr>
<td>F</td>
<td>178-0</td>
</tr>
</tbody>
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Student Pointers from the Graduate School of Education

1. The IT program website is at: http://it.gse.gmu.edu/
Check this website periodically for course descriptions, program requirements, applications requirements, and other useful information.

2. Students may subscribe to the IT listserv. Instructions on how to subscribe can be found at: http://it.gse.gmu.edu/itlist.htm (or from the IT homepage, click on Resources and then on the IT listserv icon). The IT listserv keeps you informed about program announcements, special topics courses, job announcements, internships, etc.

3. Extended Studies students may transfer up to 12 credits to a graduate program. To transfer credits students must submit a formal graduate application. Check the IT website for information admission regarding requirements and procedures. On acceptance you should transfer your extended study courses into the graduate program by submitting the Transfer of Credit form at http://gse.gmu.edu/forms/academic/TransferCreditRequest.pdf.

4. Students who will earn a graduate degree or certificate should submit an intent to graduate at the beginning of the semester in which they will fulfill their course requirements. Information about graduation processes can be found at: http://registrar.gmu.edu/grad/graduation.html

6. Students should direct advising questions to their advisor. Adjunct faculty are not responsible for advising students on programmatic issues.