TEACHING TECHNOLOGIES

1	Course Title:	TEACHING TECHNOLOGIES
2	Course Code:	MBZ0007
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	2
6	Semester:	3
7	ECTS Credits Allocated:	3.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	0.00
10	Laboratory (hour/week):	0
11	Prerequisites:	-
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Dr. Ögr. Üyesi ŞULE BETÜL TOSUNTAŞ
15	Course Lecturers:	-
16	Contact information of the Course Coordinator:	Öğr.Gör.Gülsüm YEŞİLYURT Uludağ Üniversitesi Eğitim Fak. Güzel Sanatlar Eğitimi Böl. Resim-İş Eğitimi ABD +90 (224) 2942576
17	Website:	
18	Objective of the Course:	Give students to ability to design effective educational materials, to teach healty communivation, current educational models and technologies, and give ability to use them understand importance of educational technologies
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	

	1	Understand importance of education technologies in fine art
	2	Understand specification of educational technologies
	3	Understand the principles of preparation of education material
	4	Identify tool and devices in teaching and use them
	5	Design teaching materials in their area
	6	teach a lesson with their own teaching materials teach a lesson with their own teaching materials Teach a lesson with their own teaching materials
	7	Recognise communication tools and methods and use them
	8	Choose and prepare an appropriate teaching material according to environment
	9	Follow modern and current teaching materials
	10	

21	Course Content:	
	Course Content:	
Week	Theoretical	Practice
1	Purpose and Targets of the course Defining Topics Introduction to Basic Concepts of Teaching Technology	
2	Basic Concepts of Teaching Technology, Learning, education, experience, education technology	
3	Education environments and material design	
4	Basic Principles of Material Design	
5	Communication, Means, Specifications, Communication in Education Process	
6	Tools and devices in Education and effective usage of them	
7	Programmed teaching; models and sample works	
8	Programmed teaching; models and sample works	
9	Computer added teaching	
10	Task Presentations: prepare a presentation about visual arts with Power Point	
11	Task Presentations: prepare a presentation about visual arts with Power Point	
12	Task Presentations: prepare a presentation about visual arts with Power Point	
13	Presantation Task 3: Apply game design	
14	Presantation Task 3: Apply game design Evaluation of the course discussing of the method of teaching and to take students' suggestions	
22	Textbooks, References and/or Other Materials:	Öğretim Teknolojileri ve Materyal Tasarımı, Editör:Mustafa SARITAŞ, PegemA Yayıncılık, 2007,Ankara. Öğretim Teknolojileri ve Materyal Tasarımı, Editör:Prof.Dr.Ferhan Odabaşı, Anadolu Üniversitesi Yayınları, 2007, Eskişehir. Şahin, T.Y. ve Yıldırım, S., ÖğretimTeknolojileri ve Materyal Geliştirme, Anı Yayıncılık 2001,Ankara. Yalın, H.İ., Öğretim Teknolojileri ve Materyal Geliştirme, Nobel Yayın Dağıtım, 2006, Ankara: Erişti, S.D. (Ed). Okulöncesinde Materyal Geliştirme ve Görsel Sanatlar Eğitimi, Anadolu Üniversitesi Yayınları, 2008, Eskişehir
23	Assesment	

TERM LEARNING ACTIVITIES	NUMBER	WEIGHT
Midterm Exam	1	40.00
Quiz	0	0.00
Home work-project	0	0.00
Final Exam	1	60.00
Total	2	100.00

Contribution of Term (Year) Learning Activities to Success Grade	40.00
Contribution of Final Exam to Success Grade	60.00
Total	100.00
Measurement and Evaluation Techniques Used in the Course	

24 ECTS / WORK LOAD TABLE

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	5	1.00	5.00
Homeworks	3	15.00	45.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	1	10.00	10.00
Others	3	8.00	24.00
Final Exams	1	10.00	10.00
Total Work Load			160.00
Total work load/ 30 hr			5.00
ECTS Credit of the Course			3.00

25 CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS

	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	0	0	0	3	0	0	0	0	0	0	0	3	0	0	0	0
ÖK2	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0
ÖK3	0	0	0	4	0	0	0	0	0	0	0	0	0	0	0	0
ÖK4	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK5	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK6	0	0	0	5	0	0	0	0	0	0	0	5	0	0	3	0
ÖK7	0	0	0	3	0	0	0	0	0	3	0	0	0	0	0	0
ÖK8	0	0	0	3	0	0	0	0	0	0	0	5	0	0	0	0
ÖK9	0	0	0	4	0	0	0	0	0	0	0	3	0	0	0	0

LO: Learning Objectives   PQ: Program Qualifications

Contribution Level:	1 very low	2 low	3 Medium	4 High	5 Very High