



## **ASSOCIATION OF AFRICAN UNIVERSITIES & OPEN UNIVERSITY OF TANZANIA**

### **CONCEPT NOTE FOR THE WORKSHOP ON EDUCATIONAL TECHNOLOGIES**

***July 30 –August 2, 2019| Dar es Salaam, Tanzania***

#### **1. BACKGROUND**

The primary goals of higher education institutions are enhancing and maintaining academic excellence, scholarship, and public service. Expectations of education quality, the changing technology and its impacts on teaching and learning, and the rubric of assessment, and the changing paradigms in teaching and learning are some of the challenges that the teaching fraternity faces all the time.

This workshop focuses on the use of educational technologies in facilitating learning by creating, using, and managing appropriate technological processes and resources. It views educational technologies as the tools and media that assist in the communication of knowledge, and its development and exchange. It covers the scope of computer-based training, online learning, and mobile technologies and is designed to provide participants with knowledge, skills and experience in integrating technology into a pedagogically sound learning environment.

The workshop will provide participants with skills to enable them reflect on the role various forms of educational technology can play in the teaching/learning process and how they could be used in today's classroom. Participants will become skilled in some of the many digital tools used in today's classrooms. In addition, it seeks to explore how technology may be used as a tool in the 21st Century classroom to facilitate changes in the ways teachers teach and students learn, and ultimately to stimulate positive changes in education. Furthermore, it examines how educators can increase their own productivity by using technology for communication and collaboration among colleagues, staff, students, and the larger community. Participants will explore quality assurance issues and possible drawbacks of technology use in their workplace. They will discover how technology can be an engaging and effective tool in the classroom.

Workshop content will be covered through direct lectures, case studies, demonstrations, reading, listening, thinking, problem-solving, group discussion and video presentation. Active participation is expected. Every effort will be made to deliver the workshop as a seminar with substantial participation from the class. Participants, therefore, should come to class prepared to ask questions, contribute ideas, and share experiences.

#### **2. LEARNING OBJECTIVES**

At the end of the workshop, participants should be able to:

- Understand the relationship between educational technology and other terms in the learning situation;
- Acquire adequate understanding of the importance of technology in education.
- Gain hands-on experience with basic open source educational technologies that enhances classroom teaching and learning.
- Examine the development of educational technologies over the years.
- Review ethical issues in the use of educational technologies
- Apply technology resources and tools appropriately when implementing administrative practices, instruction, assessment and evaluation

### **3. TRAINING OUTCOMES**

By the end of the workshop, participants will be familiar with the following:

- Define educational technology and describe how the characteristics of a particular technologies can be exploited for maximum educational benefits, based on the development of the learner.
- Design Instructional Units that demonstrates age-appropriate applications of various educational technologies.
- Locate information and resources on educational technology.
- Plan and implement lessons and strategies that integrate technology to meet the diverse needs of learners in a variety of educational settings.
- Demonstrate knowledge of ethical and legal issues relating to the use of technology.

### **4. TARGET AUDIENCE**

The workshop targets Information technology (e-learning) administrators, university administrators, faculty members and academic professionals who are interested in acquiring pedagogical and technical skills needed to successfully integrate technology in their classroom and those responsible for the training of instructors involve in creating online courses.

### **5. PREREQUISITE**

- Familiarity with computers and a working knowledge of English is required. The workshop does not require any specialized knowledge in programming.
- To maximize the usefulness of this course, we strongly recommend that participants bring their own laptops with them, to enable them to actively participate in the practical sessions.

### **6. DATE AND VENUE**

The workshop will take place on: 30<sup>th</sup> July to 2<sup>nd</sup> August, 2019 at the Open University of Tanzania (OUT), Dar es Salaam, Tanzania.

## 7. Registration Fees

- Tanzanian (local) Institutions: \$ 300
- International higher educational Institutions: \$ 400

## 8. Registration Process

Individuals interested in attending the training workshop, should complete an online registration forms [https://www.surveymonkey.com/r/EDUTECH\\_AAU](https://www.surveymonkey.com/r/EDUTECH_AAU) before 27<sup>th</sup> July, 2019. Late registration will be considered based on available spaces.

## 9. Contact Information:

For registration, logistics (accommodation reservation) and visas contact Samuel Agyapong – [sagyapong@aau.org](mailto:sagyapong@aau.org), and CC: Ms Nodumo Dhlamini – [ndhlamini@aau.org](mailto:ndhlamini@aau.org)

## 10. TOPICAL OUTLINE

<b>Module 1: Technology in Education</b>
• Setting Personal Learning Goals: What educational technology skills am I weak at and how do I strengthen myself?
• The Pencil Metaphor
• Meaning, history, and trends in Educational Technology
• Five Domains of Educational Technology
• Theories in Educational Technology
• Traditional educational technology
• The synergy of Technology with the basic learning theories, principles and practices
<b>Module 2: Teaching and learning framework for integrating technology in the curriculum</b>
• Information and media literacy
• Designing and development of technology suggested instructional plans
• Electronic portfolios
• Synchronous and Asynchronous tools
• Web 2.0 applications
• BYOD (Bring Your Own Device) and its impact in meeting technology goals.
• Investigate interactive whiteboard best practices and lesson plan ideas
<b>Module 3: Supporting Faculty Adoption of Technology</b>
• Presentation tools in the classroom
• Learning Management Systems
• Assessment
• Evaluating technology use in the classroom
• Integration of technology into teaching
• Mobile applications

<ul style="list-style-type: none"><li>• Effectiveness of blogs, wikis and classroom Web pages</li></ul>
<ul style="list-style-type: none"><li>• Adding multi-media (calendars, maps, videos, etc.) to learning resources</li></ul>
<ul style="list-style-type: none"><li>• Evaluating online tools and Web sites for classroom use.</li></ul>
<b>Module 4: Future Trends and Ethical Concerns</b>
<ul style="list-style-type: none"><li>• Major future trends, concerns and ethical issues about using digital technology in the classroom</li></ul>
<ul style="list-style-type: none"><li>• Cloud Computing, Virtualization, and Green Computing</li></ul>
<ul style="list-style-type: none"><li>• Where is the Internet going?</li></ul>
<ul style="list-style-type: none"><li>• Internet of Things and Big Data</li></ul>
<ul style="list-style-type: none"><li>• Wrapping Up</li></ul>