

**George Mason University**  
**College of Education and Human Development**  
**Learning Technologies in Schools**

EDIT 782 6N1-Designing for Literacy  
3 credits, Spring, 2018  
Wednesdays, Mason in Loudoun

**Faculty**

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**Prerequisites/Corequisites**

Prerequisite: EDIT 780, EDIT 781  
Corequisite: EDIT 783

**University Catalog Course Description**

Explores 21st century definitions of literacy related to multiple symbolic environments (e.g. visual, numeric, alphabetic). Examines the practice of design that integrates technology to promote literacy competence across media and across PreK-12 abilities and interests.

**Course Overview**

Not Applicable

**Course Delivery Method**

The nature of course delivery uses a blended delivery approach, weekly combining asynchronous online and face-to-face instruction. Blended learning is the thoughtful fusion of face-to-face and online learning experiences. Blended learning is not an addition that builds another layer of instruction. Rather, it represents a restructuring of course activities and assignments to enhance engagement and to extend access to a range of web-based opportunities. Blended learning emerges from an understanding of the relative strengths of face-to-face and online learning to provide learning activities consistent with course goals. Blended learning combines the properties and possibilities of both to go beyond the capabilities of each separately.

**Learner Outcomes or Objectives**

This course is designed to enable students to do the following:

1. develop a comprehensive understanding of literacy as a digital learning goal;
2. develop a comprehensive understanding of the connection between literacy and content learning goals;

3. develop a comprehensive understanding of design principles, processes, and patterns for promoting literacy within the context of content learning goals;
4. develop comprehensive knowledge of technologies that afford PreK-12 learners' ability to develop literacy within the context of content learning goals; and
5. design learning opportunities for PreK-12 learners at the intersection of effective design, technology affordances, and content that promote literacy.

## **Professional Standards**

Upon completion of this course, students will have met the following professional standards:

The Designing Digital Learning in Schools (DDLs)-CERG certificate and 6 course core of the MEd concentration (DDLs) is informed by the International Society for Technology in Education Standards for Teachers (ISTE Standards●T) (<http://www.iste.org/standards/standards-for-teachers>). For the purposes of evaluation of performance-based assignments and program assessment, the ISTE standards have been collapsed and restated to better reflect program goals. Thus, DDLs-CERG and DDLs concentration standards are:

- Standard 1: Content Knowledge and Reflective Practice - Student demonstrates reflective practice through thoughtful, comprehensive descriptions of their learning with clear connections to concept/theories studied, personal teaching beliefs, experiences, and learning goals, technology's role in supporting and extending learning, and the design of teaching and learning in classroom settings.
- Standard 2: Knowledge of Tools and Designing Instruction - Student demonstrates ability to use a variety of technology tools to produce products that reflect appropriate mechanics, principles of design, and appropriate technology affordances
- Standard 3: Connections to Practice – Designing Learning Opportunities - Student demonstrates understanding and ability to use a variety of technology resources integrated with classroom practice that includes an authentic problem, integration of instructional principles of design, connections with content learning, assessment of learning outcomes, and teacher reflection on implementation.

## **Required Texts**

1. Hornaday, A. (2017). *Talking Pictures: How Watch Movies*. NY: Basic Books.
2. Williams, R. (2014). *The non-designer's design book* (4<sup>th</sup> ed.). Berkeley, CA: Peachpit Press.
3. Gee, J. (2007). *What video games have to teach us about learning and literacy* (2nd ed.). New York: St. Martin's Griffin.
4. Selected articles and web resources.

## Course Performance Evaluation

Students are expected to submit all assignments on time in the manner outlined by the instructor (e.g., Blackboard, Tk20, hard copy).

- **Assignments and/or Examinations**

1. Lesson Design Documents (2 for 15 points each) - Mid-semester and end of semester student will submit a design document detailing the design of a lesson appropriate for their teaching context. Rubric and format will be provided in class. **(This is Performance-Based Assessment (PBA) will be used as part of the accreditation data gathering process.)**
2. Video Essay (30 points) – Working collaboratively, student will participate in the creation of a design document for a video essay. When design plan is approved, student will collaborate to produce a video essay. Student will work with teammates to create a graphically appropriate desktop published brochure to support their video essay.
3. Online Portfolio (10 points) - Students is required to create and continually revise a professional, online portfolio. This portfolio should not be a collection of what the student has done, but rather a reflection of what they have learned. Templates and assistance will be provided during class to assist students in the creation and maintenance of this portfolio. All exhibits in the online portfolio will include a short reflection. At the end of the semester, a comprehensive, semester-wide reflection and supporting samples of work will be added to the portfolio reflecting student learning related the semester's work.

- **Other Requirements**

1. Participation is mandatory, as discussions, readings and activities are important parts of the course.
2. Each student is expected to complete all readings and participate in all discussions, both face to face and online.
3. Each student is expected to participate in and complete all projects.
4. Students who must miss either online or face to face activities are responsible for notifying the instructor (preferably in advance) and for completing any revised assignments, readings, and activities.
5. All assignments must be completed electronically. Assignments are to be submitted on the date due. Late assignments will not be accepted without making prior arrangements with the instructor.

- **Grading**

Since this is a graduate level course, high quality work is expected on all assignments. Points for all graded assignments will be based on the scope, quality, and creativity of the assignments. All assignments are due on the date stipulated in the Schedule of Activities section below. Late assignments will not be accepted without making arrangements with the instructor.

Points will be assigned to all graded assignments using a rubric process. Both course participants and the course instructor will be involved in assessment of graded assignments. Prior to the due date for any assignment, the student will participate in the review and/or development of an assessment rubric. This rubric will provide

course objectives and an elaboration of qualities and components associated with excellence in completion of the assignment. See rubric(s) below.

| Requirements                             | Points |
|--|--------|
| Course Participation <sup>1</sup>        | 30     |
| Online Portfolio                         | 10     |
| Lesson Design Document #1                | 15     |
| Lesson Design Document #2                | 15     |
| Video Essay & Desktop Published Brochure | 30     |

| Grade | Point Range |
|-------|-------------|
| A     | 94-100      |
| A-    | 90-93       |
| B+    | 86-89       |
| B     | 80-85       |
| C     | 70-79       |
| F     | 69-below    |

<sup>[1]</sup> Course participation is inclusive of both face to face class participation in all discussions and activities as well as the extensive activities and discussions which occur on the course Blackboard site as part of the blended learning format of the course.

### Professional Dispositions

See <https://cehd.gmu.edu/students/polices-procedures/>

### Class Schedule

|        | In Class Activities  | Preparation for Class   |
|--------|--|---|
| Week 1 | Introduction to Course<br>Overview of Syllabus and Course Responsibilities and Assignments<br>Short Presentation – Literacy as a Digital Learning Imperative | Complete activities specified for Week 1 on class Blackboard site<br>Read <i>Is Google Making Us Stupid</i> and <i>Twilight of the Book</i> – available on Blackboard |
| Week 2 | Introduction to Computer Graphics<br>Draw Program Tools – A Mask<br>Draw and Color: Two More Masks   | Complete activities specified for Week 2 on class Blackboard site   |
| Week 3 | Discussion and activity on readings<br>Review: Contrasting Draw and Paint<br>The Tools of Paint Programs<br>Paint & Perspective – Take Off Your Shoe         | Begin <i>Cognition and Curriculum Reconsidered</i><br>Complete activities specified for Week 3 on class Blackboard site   |
| Week 4 | Adding Words, Adding Images  | Finish <i>Cognition and Curriculum</i>  |

|         |  |  |
|---------|--|--|
|         | The New You - Altering Images<br>Working with Symbols: Phormia, the Big Five, Learning to Read – Alphabet, <i>Children of Fortune</i>  | <i>Reconsidered</i><br>Complete activities specified for Week 4 on class Blackboard site   |
| Week 5  | Discussion and activity – <i>Cognition and Curriculum Reconsidered</i><br>A Poetic Adventure<br>Model Lesson - Creating a Time Capsule Design Document<br>Analysis of the design of the lesson | Read <i>The Non-Designers Design Book</i><br>Complete activities specified for Week 5 on class Blackboard site   |
| Week 6  | Discussion and activity on readings<br>Model Lesson - Paper Napkin Posters<br>Analysis of the design of the lesson   | Complete activities specified for Week 6 on class Blackboard site  |
| Week 7  | Google Sites and Program Portfolios –<br>Discussion and planning<br>Model Lesson - Business Cards, Letterhead, Flyer<br>Analysis of the design of the lesson                                   | Continue <i>Non-Designer's Design Book</i><br>Complete activities specified for Week 7 on class Blackboard site<br>Begin Portfolio Design Document                 |
| Week 8  | LESSON DESIGN DOCUMENT #1<br>DUE<br>A video on making videos<br>The video design process<br>The World's Greatest Hamburger   | Finish <i>Non-Designer's Design Book</i><br>Complete activities specified for Week 8 on class Blackboard site<br>Work on Portfolio Design Document                 |
| Week 9  | Discussion and activity – <i>Non-Designer's Design Book</i><br>Model Lesson - Four Jokes and a Video<br>Analysis of the design of the lesson   | Read <i>Presentation Zen</i> links provided on Blackboard<br>Complete activities specified for Week 9 on class Blackboard site<br>Finish Portfolio Design Document |
| Week 10 | Exploring the Essay – What is a Video Essay<br>Analyzing examples of video essays<br>Begin creating a video essay design document  | Read <i>Presentation Zen</i> links provided on Blackboard<br>Complete activities specified for Week 10 on class Blackboard site<br>Begin working on portfolio      |
| Week 11 | Classroom Presentations of Zen presentations<br>Work on video design document  | Complete activities specified for Week 11 on class Blackboard site<br>Work on portfolio  |
| Week 12 | Model Lesson 5 – The Electronic Grandmother<br>Analysis of the design of the lesson<br>Work on video design document   | Complete activities specified for Week 12 on class Blackboard site<br>Work on portfolio  |
| Week 13 | Model Lesson 5 – The Bicentennial Man<br>Analysis of the design of the lesson<br>Work on video design document   | Complete activities specified for Week 13 on class Blackboard site<br>Work on portfolio  |
| Week 14 | Filming Video Essay  |  |

|         |  |  |
|---------|--|--|
|         | Creating Video Brochure  |  |
| Week 15 | LESSON DESIGN DOCUMENT #1<br>DUE<br>Final Synthesis Activity Course<br>Presenting videos<br>Evaluation |  |

## Core Values Commitment

The College of Education and Human Development is committed to collaboration, ethical leadership, innovation, research-based practice, and social justice. Students are expected to adhere to these principles: <http://cehd.gmu.edu/values/>.

## GMU Policies and Resources for Students

### *Policies*

- Students must adhere to the guidelines of the Mason Honor Code (see <https://catalog.gmu.edu/policies/honor-code-system/> ).
- Students must follow the university policy for Responsible Use of Computing (see <http://universitypolicy.gmu.edu/policies/responsible-use-of-computing/>).
- Students are responsible for the content of university communications sent to their Mason email account and are required to activate their account and check it regularly. All communication from the university, college, school, and program will be sent to students **solely** through their Mason email account.
- Students with disabilities who seek accommodations in a course must be registered with George Mason University Disability Services. Approved accommodations will begin at the time the written letter from Disability Services is received by the instructor (see <http://ods.gmu.edu/>).
- Students must follow the university policy stating that all sound emitting devices shall be silenced during class unless otherwise authorized by the instructor.

### *Campus Resources*

- Support for submission of assignments to Tk20 should be directed to [tk20help@gmu.edu](mailto:tk20help@gmu.edu) or <https://cehd.gmu.edu/aero/tk20>. Questions or concerns regarding use of Blackboard should be directed to <http://coursessupport.gmu.edu/>.

- For information on student support resources on campus, see <https://ctfe.gmu.edu/teaching/student-support-resources-on-campus>

For additional information on the College of Education and Human Development, please visit our website <https://cehd.gmu.edu/students/>.

### Additional Course Content

#### Rubric for Performance-Based Assessment #3 (Lesson Design Document) – Standard 2 (EDIT 782)

|                                 | Exceeds Standard  | Meets Standard  | Fails to Meet Standard  |
|---------------------------------|---|---|---|
| Lesson Design                   | Lesson design document is well designed and reflects best practices. Addresses all components of the design document        | Lesson design document is appropriately designed and reflects best practices. Addresses all components of the design document | Lesson design document is incomplete or lacking use of best practices. Fails to address components of the design document       |
| Design Principles and Processes | Lesson design document robustly reflects use of principles and processes of good design                                     | Lesson design document reflects use of principles and processes of good design  | Lesson design document reflects limited or no use of principles and processes of good design                                    |
| Technology Affordances          | Lesson design document demonstrates rigorous use of technology affordance analysis in the incorporation of technology tools | Lesson design document demonstrates adequate use of technology affordance analysis in the incorporation of technology tools   | Lesson design document demonstrates little or no use of technology affordance analysis in the incorporation of technology tools |
| Content                         | Lesson design document reflects thoughtful and well-constructed connections to learners' context and content                | Lesson design document reflects adequate connections to learners' context and content   | Lesson design document reflects limited or no connections to learners' context and content                                      |