

SEMESTER - III

COURSE CODE: MS3PC6

CREDITS: 4

ADVANCED TECHNIQUES OF INSTRUCTION

COURSE OBJECTIVES:

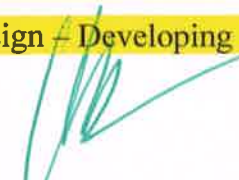
- CO1: Gain knowledge of instructional technology
- CO2: Differentiate software and hardware
- CO3: Apply learning theories in instruction
- CO4: Understand the meaning and definitions of mobile technology
- CO5: Develop the skill of using mobile learning in the class room
- CO6: Describe digital assistive technology
- CO7: Develop skills of using white board in teaching
- CO9: Understand online and offline learning systems
- CO10: Identify the various instructional tools

UNIT - I: CONCEPTUAL BASES OF EDUCATIONAL AND INSTRUCTIONAL TECHNOLOGY


Meaning, nature and scope – Instructional Technology: Scope and Objectives, Differences between Educational Technology and Instructional Technology. – Historical development of Educational Technology– programmed learning stage; media application stage and computer application stage – Components of educational technology: Software and hard ware.

UNIT - II: LEARNING THEORIES AND MODELS FOR INSTRUCTIONAL DESIGN

Behavioural Learning Theories, Social Learning Theories– Cognitive and constructivist Learning Theories –Theory of multiple intelligences and its implications for instructional design – Developing a personal learning theory -Instructional Design Models: ADDIE


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Model, System model, ASSURE Model, ARCS Model, Reflective instructional design models

UNIT - III: MOBILE LEARNING

Meaning and Definition of mobile technologies – Use of Smart Phones in learning- applications of android phone, tablets in teaching learning- - Smart Phones in Schools, Colleges and Universities – Smart Phones in Open schools, Colleges and Universities – Mobile phones in distance learning -Role of social media, – Smart class room: Features, prerequisite, importance and advantages

UNIT - IV: TECHNOLOGY INTEGRATION- TRENDS AND ISSUES

Increased online access and connectivity, Digital assistive technology – Emerging role for augmented and virtual reality in education- Blended Teaching Learning Methodologies: Use of learning management Systems (LMS) – E-folios in Learning management Systems –On line and Offline learning management Systems: Moodle and Edmodo Basics – Podcasts, wikis and reflection blogs as Teaching Learning methodologies.

UNIT - V: INTERACTIVE WHITEBOARD BASED LEARNING

Computer, Projector and Whiteboard – How to use it – Interactive Whiteboard for Higher Education- As an Instructional tool- features available when using an Interactive Whiteboard Interactive teaching- Group Interaction.

SUGGESTED ACTIVITIES:

1. Discussion on mobile learning.
2. A group discussion on peer tutoring.
3. Seminar presentation on the student-centred teaching.
4. A debate on various models of teaching-learning process.
5. Invited a talk on neuro-linguistic programming in education.

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A handwritten signature in green ink, appearing to be "S. S. Srinivasan".

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TEXTBOOKS:

1. Anderson, R.H. (1976). *Selection and developing media instruction*. Van Nostrand Reinhold Company.
2. Behera, S.C. (1991). *Educational television programmes*. Deep and Deep.
3. Bhushan, A. and Ahuja, M. (2003). *Educational technology: Theory and practice*. Bawa
4. Brown, J.W., Lewis, R.B. and Harcle Road, F.F. (1985). *AV Instruction Technology, Media and Methods*. McGraw Hill.
5. C.M. Reigeluth (Ed.) (1999). *Instructional Design Theories and Models: A New Paradigm of Instructional Theory*. Lawrence Erlbaum Associates.
6. Cropper, G.L. (1974.). *Instructional strategies*. Englewood Cliff, N.J. Educational Technology Publications.
7. Mayer Richard E. (2001). *Multimedia learning*. Cambridge University Press.
8. Schwatz & Schultz (2000). *Office 2000*. BPB Publications.

SUPPLEMENTARY READING:

1. Kapp, K. M. (2012). *The gamification of learning and instruction: Game based methods*. John & Wiley sons Publishers.
2. Norton Peter (2000). *Introduction to computers*. Tata McGraw Hill.
3. Sabhu, S. D. (2014). *Schooling the mobile generation*. Shipra Publications.
4. Schwatz & Schultz (2000). *Office 2000*. BPB Publications.
5. Sinha P K (1992). *Computer Fundamentals*. BPB Publication.

E – RESOURCES:

1. <http://www.usciences.edu/teaching/Learner-centered>
2. <http://ctl.byu.edu/tip/active-learning-techniques>
3. <http://indahtristuti1.blogspot.in/2013/06/neurolinguistic-programming.html>

COURSE OUTCOMES:

After completing this course, the students will be able to

1. Submit a report on LMS with anyone mode and present it
2. Prepare content for mobile learning
3. Use mobile learning in the classroom
4. Use white board in the classroom instruction
5. Implement online evaluation in their students
6. Develop E – portfolios
7. Debate the pros and cons of social media
8. List the online courses pertaining to education
9. Gain knowledge on blended learning
10. Differentiate hardware and software

OUTCOME MAPPING

COURSE OUTCOMES	PROGRAMME SPECIFIC OUTCOMES																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
CO1	✓						✓		✓	✓							✓
CO2	✓						✓		✓	✓							✓
CO3	✓						✓		✓	✓							✓
CO4	✓						✓		✓	✓							✓
CO5	✓						✓		✓	✓							✓


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