

Course Title: **Digital Pedagogies & Technologies in an Innovative Learning Environment**

Course Code: **EDCR722**

Descriptor Start Date: **21/09/2022**

Descriptor End Date: **31/12/2023**

POINTS: **15.00**

LEVEL: **7**

PREREQUISITE/S:

COREQUISITE/S:

RESTRICTION/S:

## LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

**Total learning hours: 150**

## PRESCRIPTOR

Teachers care about preparing their students for a constantly changing world where technology and digital technologies are inextricably linked to everyday living. This course focuses on the influence and impact of technology and digital technologies on learning and teaching in an uncertain and rapidly changing society. It considers how inquiring and interconnected learners form productive co-relationships through physical, virtual and symbolic realities. The course asks: What is technology? Why theorise the spatial practices of technology and digital technology as a pedagogical construct? Taught substantially through a network of digital communities, answers are developed through multi-disciplinary perspectives, technological & design thinking and creative media.

## LEARNING OUTCOMES

1. Explore key concepts of Technology, Hangarau me te Māori, Digital Technology and technological artifacts and their contribution to the theorisation of learning/ education.
2. Critically reflect on and discuss a range of phenomena associated with Technology and Digital Technologies.
3. Apply theory and reflection to the design of a digital/virtual space with engagement in pedagogies and Technology & Digital Technologies for learning.

**Disclaimer: Course descriptors may be amended between teaching periods/semesters**

## CONTENT

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- What is Technology and digital technology and where does it come from?
- The relationship of Technology and the digital technologies curriculum.
- Managing learning experiences that originate, and, are co- constructed and defined by the learner.
- Technology and te ao Māori, where cultural identities are valued, valid and legitimate e.g. in virtual whanaungatanga
- Hungarau and Māori media innovation and Māori adoption of Internet technology
- The relationship of inquiry, agency and collaboration.
- The interplay between personal, social and cultural factors in digital media.
- Digital identities – Rangatahi Māori
- Managing inequities of access
- The nature of reality
- What is learning and co-constructed learning.
- What is online learning and interconnected networks?
- What media is used for productive conceptualisation of outcomes?
- Innovation, DIY and entrepreneurial citizenship.
- The relationship between digital technologies and sustainability
- How do technology, learning and digital technology interconnect?
- What is design in productive creation?
- What are some different socially mediated learning innovations?
- Theorisations of the production of space, practice, power and the everyday when doing technology education in its multiple meanings.

## LEARNING & TEACHING STRATEGIES

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As with all courses in the programme, the sessions will be interactive, discussion-based and students are encouraged to actively participate in sharing thoughts, ideas and experiences. There is an expectation that readings on a topic are completed prior to sessions so that students will be informed and ready for participation. As part of a professional programme, being punctual to class and attendance is expected. Any absence should be notified to the lecturer.

## ASSESSMENT PLAN

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Assessment Event	Weighting %	Learning Outcomes
<b>Grade Map</b>	<b>MAP1</b>	
	A+ A A- Pass with Distinction	
	B+ B B- Pass with Merit	
	C+ C C- Pass	
	D Fail	

### Overall requirement/s to pass the course:

Students must successfully complete all components of each assessment.  
All criteria must be passed to be awarded an overall pass for an assessment.  
Only one resubmit opportunity is permitted within this course.

## LEARNING RESOURCES

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Refer to Canvas for each course offering

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**For further information, contact:** Te Ara Kete Aronui - Faculty of Culture & Society

**Principal Programme:** AK3594, Bachelor of Education (Specialty) Teaching

**Related Programme/s:**

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