

MARIANO MARCOS STATE UNIVERSITY College of Teacher Education

Center of Excellence in Teacher Education





EDUC 156 Technology for Teaching and Learning 1

JULIUS C. PUMARAS

Assistant Professor III jcpumaras@mmsu.edu.ph



MARIANO MARCOS STATE UNIVERSITY College of Teacher Education



Understanding the Basic Concepts in ICT



MARIANO MARCOS STATE UNIVERSITY College of Teacher Education



Objectives:

- Unpacked relevant concepts of ICT among learners and teachers as prerequisites for deeper understanding of relevant concepts in ICT
- Defined concepts operationally prior to understanding of ICT terminologies along the academe.
- Used the ICT terminologies in communicating with classmates and other associates for deeper understanding





- •"science of craft"
- "knowledge of techniques and processes"
- comes from Greek word, *techne*, "art, skill, cunning of hand"; and λογία, -logia
- •collection of techniques, skills, methods, and processes used in the production of goods or services or in the accomplishment of objectives





• it does not only pertains to machines but more so, a planned, systematic method of working to achieved planned outcomes - process not a product.

•According to Dale (1969), refers to any valid and reliable process or procedure that is derived from basic research using the scientific method.



2. Information and Communication Technology Literacy or ICT Literacy

•a need for information, accessing information via technology, evaluating online information, managing digital information, integrating information from varied digital sources, creating information, and communicating information through technology (Katz et al., 2004; Katz, 2007).



2. Information and Communication Technology Literacy or ICT Literacy

•using communication, information processing, and research tools, such as word processing, e-mail, groupware, presentation, web development, and Internet search tools to access, manage, integrate, evaluate, create, and communicate information



3. Educational Technology

•refers to the art or craft of corresponding to our educational needs.

- •Refers to the use of technology in teaching and learning. It includes both the non-digital (flip charts, pictures, models, etc) and digital tools like hardware, software and connections (Bilbao, P. et.al, 2019)
- •Educational Technology is the application of scientific knowledge about learning to practical learning situations (Bloomer 1973)



3. Educational Technology

•Educational Technology is concerned to provide appropriately designing learning situations, holding in view the objectives of the teaching or training, bring or bear the best means of instruction (Richmand 1970)



4. Digital Literacy

•'literacy for a digital age' (Gilster, P 1997)

•The ability to understand and use information in multiple formats" with emphasis on critical thinking rather than information and communication technology skills (Gilster, 1997)

• It focuses more on literacies rather than media and involves finding, using and disseminating information in a digital world (Hagel 2012)



4. Digital Literacy

• It can be regarded as an umbrella framework of skills, knowledge and ethics (Calvani, Cartelli, Fini, & Ranieri, 2008)

• Martin (2008) elucidated DL as the ability to identify, access, manage, integrate, evaluate, analyze and synthesize digital resources.



4. Digital Learning

• it refers to a mode of learning of various types with the aid of technology. This includes learning experiences that is delivered via synchronous learning or asynchronous learning.

•facilitated by acquiring knowledge or information using the advent of technology via online or off-line modes.



5. Online Digital tools and Apps

• tools and applications that can be downloaded to gather information and communicate with associates.

•it is facilitated using internet connectivity like zoom, google meet, skype and others for meetings, video conferencing, and online classes.



6. Offline Digital tools and Apps

- these are software applications and tools that could still work and function in the absence of internet connection
- •examples of these tools are as follows:
 - Canary Learning it is a grading tool that is used by educators and checks assignments of learners on offline mode.
 - Pocket used for saving reading materials for the purpose of reading it offline mode.



6. Offline Digital tools and Apps

Evernote— this app will allow you to take note important details you need to remember like your grocery list, record voice-over interviews, save images and even documents.

Document or contents sharing is another feature of this app. In addition, it is also capable of making markings and annotations including group chat.



6. Offline Digital tools and Apps

- *iBook* this app is very popular in the Apps Store. Though it is capable only in apple devices, it provides great deal such as:
 - \checkmark Choose from eight attractive fonts and four easy-to-read page colors.
 - \checkmark Add bookmarks and notes, and highlight your favorite passages.
 - ✓ Find a word, character, or phrase anywhere in your book with built-in search.
 - ✓ Turn on Auto-Night Theme to make reading more comfortable on your eyes.



7. Offline Digital tools and Apps

KA-Lite- this is Khan Academy's offline version that works in the absence of internet. Several videos and exercises provide a great deal for students to track their mastery of the subject matter.



8. Instructional Technology

• it includes practical techniques of instructional delivery that systematically aim for effective learning, whether or not they involve the use of media.

•it is a basic purpose of the field of instructional technology to promote and aid the application of these known and validated procedures in the design and delivery of instruction.



9. Software

- instructions that tell a computer what to do
- •comprises the entire set of programs, procedures, and routines associated with the operation of a computer system
- •a set of instructions that directs a computer's hardware to perform a task (britanica.com)



10. Multimedia

refers to the presentation of materials using both words and picture.
the process of multimedia can be viewed as information acquisition or as knowledge construction (Mayer, 2002)



11. Internet

sometimes called simply "the Net," is a worldwide system of computer networks -- a network of networks in which users at any one computer can, if they have permission, get information from any other computer.
global system of interconnected computer networks that uses the Internet protocol suite (TCP/IP) to communicate between networks and devices



12. World Wide Web (nnn)

•commonly known as the "Web"

•it is an information system where documents and other web resources are identified by Uniform Resource Locators, which may be interlinked by hypertext, and are accessible over the Internet.



13.Blog
•is a discussion or informational website published on the World Wide Web consisting of discrete, often informal diary-style text entries (posts).

•posts are typically displayed in reverse chronological order, so that the most recent post appears first, at the top of the web page.

•it could be any form of writing material that one can make in order to catch the attention of readers and avid fans or followers.





•stands for a "video blog" or "video log"

•it refers to a type of blog where most or all of the content is in a video format.

•Vlog posts consist of creating a video of yourself where you talk on a particular subject such as reporting or reviewing a product or an event.

• It can even serve as a way to share your artistic process or provide a tutorial guide on a creative practice or topic.

•Some vloggers even use it as a means to share new performance art or music they have created.



15.Google Apps

• comprises Gmail, Hangouts, Calendar, and Currents for communication.

•it also includes Drive for storage; Docs, Sheets, Slides, Keep, Forms, and Sites for productivity and collaboration.



References:

5 Tools For Educators For When There's No Access To Internet. Retrieved from https://bit.ly/2ZxAzvK on July 14, 2020.

Calvani, A., Cartelli, A., Fini, A., & Ranieri, M. (2008). Models and instruments for assessing digital competence at school. Journal of e-Learning and Knowledge Society, 4(3), 183-193.

Educational technology 1. Retrieved from https://bit.ly/2DNeSPX on July 14, 2020. Gilster, P 1997, Digital literacy, John Wiley, New York.

Hagel, P 2012, 'Towards an understanding of 'Digtial Literacy(ies)', Unpublished report, Deakin University Library, Victoria.

ICT Literacy Skills. Retrieved from https://bit.ly/3ezPMAJ on July 12, 2020.



References:

Information and Communication Technology Literacy. Retrieved trom https://bit.ly/2B00Fw6 on July 13, 2020. Kurt, S. "Definitions of Instructional Technology," in Educational Technology, February 18, 2017. Retrieved from https://bit.ly/2B2hjNo on July 11, 2020 Lovely Professional University (2013). Educational Technology. Laxmi Publications (P) Ltd. Martin, A. (2008). Digital Literacy and the "Digital Society". In C. Lankshear & M. Knobel (Eds.), Digital Literacies: Concepts, Policies and Practices (pp. 151-176). New York: Peter Lang. Mayer, R.E. "Multimedia Learning". Retrieved from https://bit.ly/2B2hjNo on July

11, 2020





Get in Touch With Us

Send us a message or visit us

Laoag City, llocos Norte, Philippines (63) 77-600-2014 cte@mmsu.edu.ph

Follow us for updates

f facebook.com/MMSUofficial⊕ www.mmsu.edu.ph