

Grade 5 Module 3 Edutech

What the students should know, understand, and be able to do 5d38e3ffe2

History of virtual learning environments It predominantly relies on computer hardware and software, enabling distance learning. Edutech Project of Encinitas California (now Digital ChoreoGraphics of Newport A Virtual Learning Environment (VLE) is a system specifically designed to facilitate the management of educational courses by teachers for their students. Robert Parnes that gave it the capabilities of computer conferencing. In North America, this concept is commonly denoted as a "Learning Management System" (LMS) 5d38e3ffe2

Identify the results desired (big ideas and skills) 5d38e3ffe2 What teachers will accept as evidence... 5d38e3ffe2

Educational technology Many of. Educational technology (commonly abbreviated as edutech, or edtech) is the combined use of computer hardware, software, and educational theory and practice Educational technology (commonly abbreviated as edutech, or edtech) is the combined use of computer hardware, software, and educational theory and practice to facilitate learning and teaching. When referred to with its abbreviation, "EdTech", it often refers to the industry of companies that create educational technology. In EdTech Inc. : Selling, Automating and Globalizing Higher Education in the Digital Age, Tanner Mirrlees and Shahid Alvi (2019) argue "EdTech is no exception to industry ownership and market rules" and "define the EdTech industries as all the privately owned companies currently involved in the financing, production and distribution of commercial hardware, software, cultural goods, services and platforms for the educational market with the goal of turning a profit 5d38e3ffe2

Focus on the "big ideas" (principles, theories, concepts, point of views, or themes) 5d38e3ffe2 Determine acceptable levels of evidence that support that the desired results have occurred (culminating assessment tasks) 5d38e3ffe2 Consider the goals and curriculum expectations 5d38e3ffe2

Backward design Retrieved Backward design is a method of designing an educational curriculum by setting goals before choosing instructional methods and forms of assessment. Educational Leadership. 52 (4): 52-55. Backward design of curriculum typically involves three stages:. It shifts curriculum planning, both on large and small scales, to focusing on identifying the desired learning outcomes and then creating learning activities to reach the learning goals. "Kemp design model". Archived from the original on 4 December 2024. answers" (PDF). 4 June 2007. Edutech Wiki 5d38e3ffe2

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