Course Description
Want more technology in your language classes? Don’t know where to begin? This course presents a hand-selected variety of projects and tools, curated to be useful for language teachers. All of these activities are ready to be used in your classes and will provide inspiration and a sense of rejuvenation in your class preparations, all while engaging your students in ways that will get them excited about learning a second language!

The course is set around a collaborative wiki on which you will be presenting completed projects ranging from videos, digital stories, Google maps, surveys, blogs, social media projects, presentation tools, and more. You will learn how to create projects that you can then ask your students to do, thus creating an example to illustrate the project.

This online course is designed to create a community of learners with a weekly blog that acts as a forum to share the ups and downs of your teaching week, as well as a place to discuss ideas for teaching and activities that you and your students enjoy. The app/game review is a place to share your favorite online activities, and to explore new ones. As we submit our projects on the wiki, you and your classmates will provide feedback and discussion to the process, further encouraging a communicative atmosphere in which we learn with and from each other.

Course Objectives
At the end of this course, teachers should be able to do the following:

- Blog
- Write an app or game review
- Use Moodle
- Edit a Wiki
- Embed a video on a webpage
- Upload a photo to a webpage
- Upload documents to a webpage
- Embed a survey on a webpage
- Use Animoto
- Create a digital story
- Use activity generation software
- Use Dropbox
- Use Prezi
- Use Survey Monkey
- Become familiar with Edmodo, LINGT. Facebook, Shutterfly, and Twitter
- Create a classroom page on the above websites
- Tweet
- Generate a QR code
• Demonstrate understanding of the following theories and concepts:
  • Flipped Classrooms
  • Project-Based Learning
  • Mobile Apps for Learning (Mlearning)
  • Digital Natives/Digital Immigrants
  • Game-Based Learning

Course Aims
EDU/SPA C450 will also assist teachers in meeting the following technology standards for instructional personnel:
• Instructional personnel shall be able to apply knowledge of terms associated with educational computing and technology.
• Instructional personnel shall be able to apply computer productivity tools for professional use.
• Instructional personnel shall be able to use electronic technologies to access and exchange information.
• Instructional personnel shall be able to identify, locate, evaluate, and use appropriate instructional hardware and software to support Virginia’s Standards of Learning and other instructional objectives.
• Instructional personnel shall be able to use educational technologies for data collection, information management, problem solving, decision making, communication, and presentation within the curriculum.
• Instructional personnel shall be able to plan and implement lessons and strategies that integrate technology to meet the diverse needs of learners in a variety of educational settings.