

SEMESTER HOURS

3 semester hours

COURSE DESCRIPTION

The Digital Kids Tech Camp Practicum will immerse you in technology-rich experiences. As you will be working with 3rd to 6th graders during the last week of this course, it is important for you to develop your competence and confidence with the tools necessary for creating animations and digital music and designing games so that you will be able to assist the campers as they learn about these processes and develop their own products. As an elective course for the PROTEACH educational technology specialization, you will develop valuable skills that are not traditionally taught in pre-service education. As interest in using new media for education continually grows, you will be able to use this course experience to benefit your future students.

During the first five weeks of the course, you will learn and demonstrate the steps of the design and production process and develop skills with several software tools to create animations, digital music and games. We will meet occasionally to develop your competence and confidence with the required tools. This part of the course is flexible, and we will determine our schedule as a class. Then, once you have increased your competence and confidence, you will use this new knowledge to assist Digital Kids Tech Camp participants to develop their own technology products during the last week of the course. This part of the course is not very flexible. You will be expected to “work” the camp during its hours of operation.

The camp runs from **8:00 AM to 12:00 PM Monday through Friday (June 18-22, 2012)**.

You do not need any prerequisite knowledge for this course other than a basic competency in working with computers. Specific skills necessary for the completion of this course will be explicitly taught during the course.

LEARNING GOALS

- A. Students will be able to describe and demonstrate the steps in the design and production process.
- B. Students will be able to design and create their own animations, digital music and games using appropriate tools.
- C. Students will be able to teach others how to design and create their own animations, digital music and games using appropriate tools.

CALENDAR

May 14, 2012 12:00 PM – 1:00 PM: Introductory meeting (G518)

May 22, 2012 12:00 PM – 2:00: PM Scratch Workshop (G513)

June 12, 2012 12:00 PM – 2:00 PM: GameMaker Workshop (G513)

June 13 – 17, 8:00 AM – 12:00 PM: Digital Kids Tech Camp (G513 and G518)

INSTRUCTOR INFORMATION

Name: Albert Ritzhaupt, Ph.D.

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Teaching Assistant

Name: Youngju Kang

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GRADING

There are two forms of deliverables in this course: artifacts and discussions, and reflections. Each of the deliverables in this course has hard deadlines that are posted in advance. You will be evaluated using the following scale: Exceeds Expectations, Meets Expectations, Does Not Meet Expectations, and Not Submitted. Grades for this course will be determined by your participation, professionalism, attendance and meeting expectations for completing course assignments. You are expected to attend and participate in all class meetings and camp days and act in a professional manner with your peers, camp participants and the instructor. The expectations for course assignments are described on the course website. You are also expected to make the course better because of your participation. That is, you should contribute to the group's learning.

COURSE POLICIES

Students are expected to attend all of their scheduled classes and to satisfy all course objectives as outlined by the instructor. In an online course, this means logging into Moodle regularly and checking your UF email account daily for course updates. In order to receive full credit for work, students must turn in required deliverables in the on the specified due date. No late work will be accepted in this course – no exceptions.

Examinations, assignments, and projects are designed by the instructor to provide a complete learning experience for each student. Each student is therefore expected to complete his/her own work. The instructor recognizes that students learn from each other and particularly recognize the value of students comparing notes with each other. However, the amount of such collaboration permitted varies widely from course to course, and is influenced not only by instructor prerogative, but by the level and nature of the material under discussion. In no case should one submit work not one's own and in no case should one represent another's work as

one's own. Plagiarism is just one of several areas of academic misconduct. It is not just the plagiarizer who is at risk. It is equally unacceptable for one to knowingly supply another student with access to one's current work or work from a previous term. This is called complicity in academic dishonesty, which is another area of academic misconduct. Any attempt to misrepresent one's performance on any exercise submitted for evaluation is academic misconduct.

SPECIAL NEEDS

Students with disabilities, who need reasonable modifications to complete assignments successfully and otherwise satisfy course criteria, are encouraged to meet with the instructor as early in the course as possible to identify and plan specific accommodations. Students will be asked to supply a letter from the Office for Students with Disabilities to assist in planning accommodations. Please see me outside of class to make any arrangements involving special accommodations.