CALIFORNIA STATE POLYTECHNIC UNIVERSITY, POMONA
[CLASS]
[MUSIC]
Expanded Course Outline

Course Subject Area:	MU
Course Number:	1281S
Course Title:	**Instructional Technology for the Music Educator**
Units:	1
C/S Classification #:	04
Component:	Lecture
Grading Basis: (graded only, CR/NC only, student's choice)	**Graded only**
Repeat Basis: (may be taken once, taken multiple times, taken multiple times only with different topics)	**May be taken once**
Cross Listed Course: (if offered with another department)	
Dual Listed Course: (if offered as lower/upper division or undergraduate/graduate)	
Major course/Service course/GE Course: (pick all that apply)	**Major course**
General Education Area/Subarea: (as appropriate)	
Date Prepared:	**12/23/2014**
Prepared by:	**Jennifer Amaya**

I. Catalog Description

Survey of current technologies for music educators, including hardware, software and apps. Integration and application of technologies in the K-12 classroom, with a service-learning component.

II. Required Coursework and Background

Prerequisite(s): MU 1080

III. Expected Outcomes

1. Become familiar with a variety of digital media and technology-assisted teaching and learning tools that can be used to support music curricula.
2. Thoroughly evaluate multiple software applications and apps for their effectiveness in the teaching classroom.
3. Understand how to log in, access lessons, create grading rubrics, create quizzes, and use software titles for classroom assessment.
4. Become familiar with music technology educational companies and resellers.

5. Create lesson plans that utilize software applications, websites, and/or apps for use in the music classroom.
6. Author multimedia projects that include text, graphics, video, and sound in the digital domain.
7. Understand the implications of copyright on educational uses of multimedia.
8. Become familiar with creating wikis and blogs, and working with social media groups and tools applicable for the music classroom.
9. Relate course materials to MENC National Standards.

10. Teach a lesson to, or share knowledge with a community partner; either a music teacher or group of students

The outcomes of this course relate to the following Music Department Student Learning Outcomes:
#3: Demonstrate musicianship skills (including those involving technology) and conceptual understandings.
#5: Articulate a holistic understanding of the many influences on any musical endeavor (e.g., cultural, artistic, technological, economic, etc.).
#6: Develop specialized knowledge appropriate to the option or emphasis area.

BA General:
4. **Demonstrate** creativity, musicianship skills, an understanding of appropriate technology, and conceptual understandings.

BA MIS Option:
1. **Interpret** relationships between music and: commerce; technology; media; and audience.

BM General:
2. **utilize** current/recent technologies appropriate to the musical endeavor.
3. **demonstrate** basic keyboard competency as needed for musical analysis and interpretation of intermediate level repertoire.

BM PreCredential Option:
4. **compare and contrast** common music teaching methods.
5. **differentiate** sequential repertoire appropriate to general music classes.
6. **integrate** specialized skills for teaching music literacy, including composition and improvisation.
7. **arrange** works for instruments and/or voices.

IV. Instructional Materials

Teaching Resource for the Instructor of this Course:

Mash, David and Floyd Richmond. *Technology-Assisted Learning and Digital Media: TI:ME 1B Student & Instructor Manual*. www.ti-me.org: Technology Institute for Music Educators, 2011. (Instructor must be a member of TI:ME in order to access this document. It is highly recommended, as this course is based on the TI:ME Level 1B course.)

Potential Student Textbooks:

Burns, Amy M. *Technology Integration in the Elementary Music Classroom*. Milwaukee, WI: Hal Leonard Corporation, 2008.

Frankel, James. *The Teacher's Guide to Music, Media, and Copyright Law*. Milwaukee, WI: Hal Leonard Corporation, 2009.

Rudolph, Thomas E., Floyd Richmond, David Mash, TI:ME, and Peter Webster. *Technology Strategies for Music Education*, 2nd ed. www.ti-me.org: TI:ME Publications, 2005.

V. Minimum Student Material

1. Notebook/Binder
2. Internet access
3. Over-the-ear headphones with mini plug and ¼" stereo adapter
4. Appropriate digital storage device (flash drive, portable hard drive)

VI. Minimum College Facilities

1. Classroom with whiteboard
2. Computer lab with digital audio workstations (enrollment capacity + instructor) each containing at least:
   a. Computer capable of processing digital audio and video
   b. Educational music software applications
   c. Audio interface
   d. Microphone and desktop mic stand
   e. Internet access
3. Projection capabilities from the instructor's workstation
4. Quality stereo monitoring system
   a. Two professional-quality active speakers (or two passive speakers with powered amplifier)
   b. Audio mixing console.
5. At least 1 iPad for the instructor, with connections to the overhead projector and installed with a multitude of music apps
6. A simple P.A. system consisting of at least a mixing board, 2 powered speakers (or passive speakers with amplifier), microphone and mic stand.
7. At least one digital audio handheld recorder (preferably enough for all students)
8. Smart Board attached to the instructor station

VII. Course Outline

1. Demonstration, exploration, and classroom application of a variety of educational music software applications and apps.
2. Demonstration, exploration, and classroom application of a variety of interactive educational music websites.
3. Demonstration, exploration, and classroom application of a variety of interactive whiteboard/smart board resources.
4. Familiarity with professional and online social resources for music educators integrating technology into the classroom (websites, blogs, groups, etc.).
5. Search engine techniques for finding classroom items that can be used in lessons.
6. Copyright laws for use of music and multimedia materials in education.
7. Introduction to music educational technology companies and local and/or online resellers.
8. Creating music education wikis using Wikispaces or PBworks.
9. Creating music education blogs using Wordpress, Blogger, Blogspot, or Typepad.
10. Demonstration and discussion about fonts, styles, alignments and sizes, and their effectiveness on the web and in print.
11. Demonstration and/or discussion about devices used for still image capture, transferring images from devices to computer, scanning images, searching for and downloading images from the web, and various uses for digital images.
12. Discussion about the foundational elements of digital audio, microphones, and hand-held recorders.
13. Record, import, and edit audio.
14. Live video streaming and collaboration using Skype, iChat, FaceTime, or other applications.
15. Sources of existing video online (YouTube, TeacherTube, Vimeo, iTunesU), and demonstrations of methods by which content from these sites can be obtained and prepared for use in personal projects with the use of specific tools.
16. Discussion and/or demonstration of video capture equipment, how to use the basic functions of a video camera, and techniques for capturing and editing video.
17. Working with slide-based presentation software (PowerPoint, Keynote, etc.)
18. Presentation techniques and best practices.
19. Web delivery data structures.
20. File sizes and quality trade-offs.
21. Common web authoring tools.
22. Creating DVDs.
23. Publishing digital works to the web.
24. General introduction to podcasts, finding and evaluating podcasts.
25. Relating technology components to MENC National Standards.

VIII. Instructional Methods

1. Lectures
2. Demonstrations
3. Guest Speakers (current music educators who use technology effectively in their classrooms and/or music education product representatives or resellers)
4. Active participation
5. Use of a variety of software applications and apps

IX. Evaluation of Outcomes

1. Written evaluation of educational music software application
2. Written evaluation of educational music app
3. Written evaluation of educational, interactive music website
4. Creative assignment(s)
5. Creating/writing lesson plans
6. Teaching a lesson plan to the class using pedagogical application of presentation tools