Milestone 1

Milestone 2

Milestone 3

Milestone 4

Milestone 5

Milestone 6

Milestone 7

Course：

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Program：

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Teacher：

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Hours/Credits：

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Learning Outcomes：
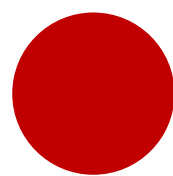
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Share
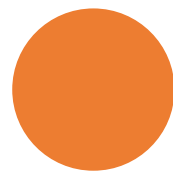
Create
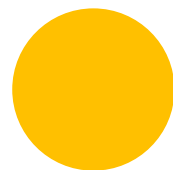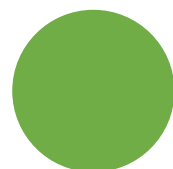
Evaluate
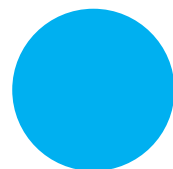
Analyze

Apply
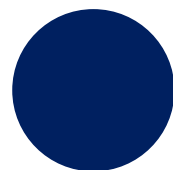
Understand
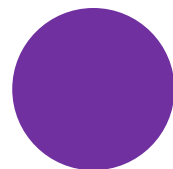
Remember
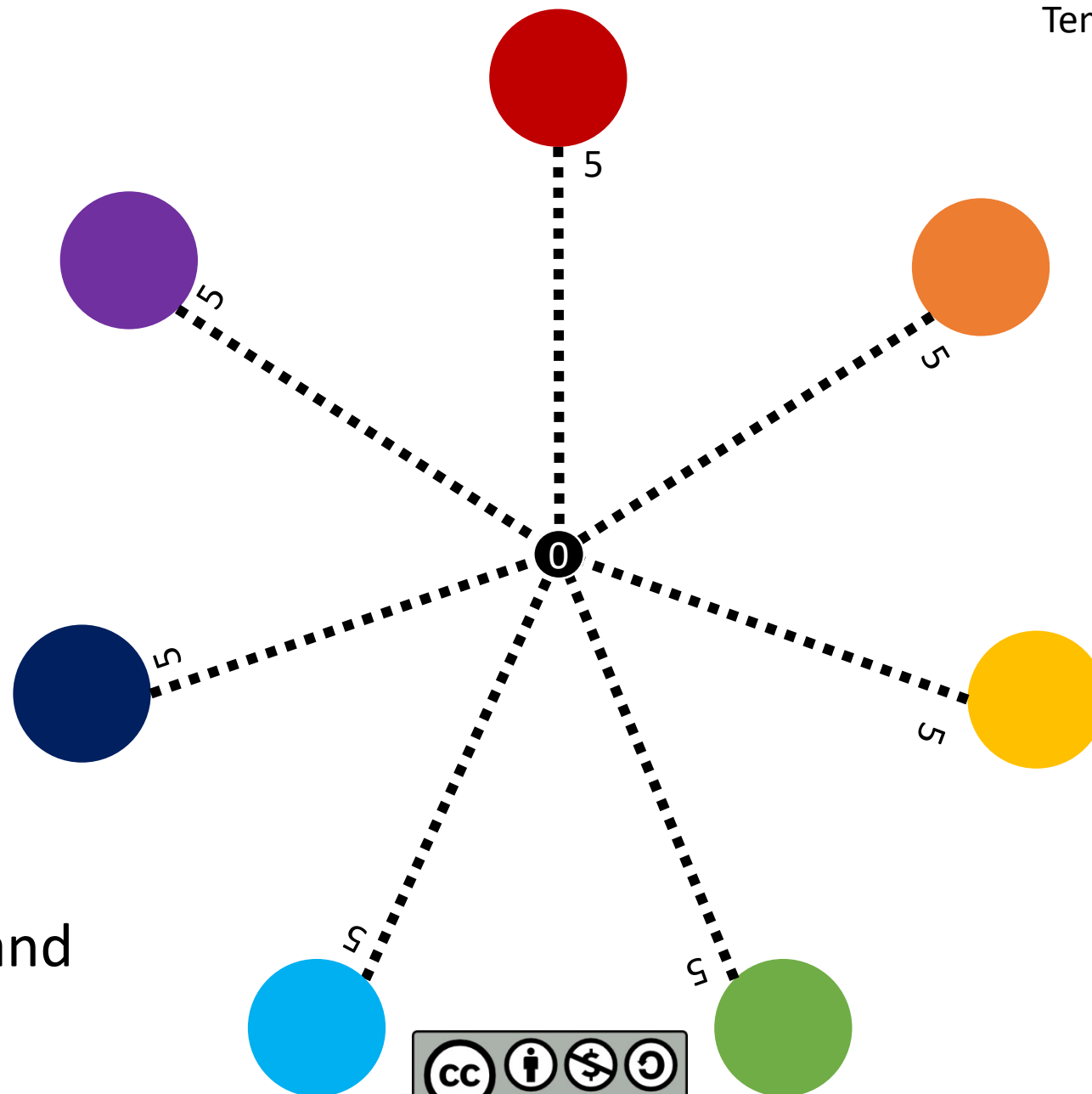
Share
Pedagogy

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Create
Pedagogy

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Share
Digital Tools

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Create
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Evaluate
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Apply
Pedagogy

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Understand
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Remember
Pedagogy

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Course：
EDS431 Designing Digital Education Curriculum
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Program：
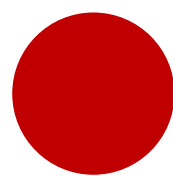*Digital Education*
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Teacher：
Dr Na Li
_____

Hours/Credits：

_150/5_____
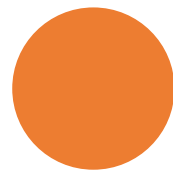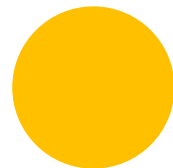
Learning Outcomes：
A. Understand and apply a range of approaches to the design of online and offline courses;
B. Critically evaluate these approaches via an understanding of their philosophical and theoretical bases;
C. Select and design media, learning activities and assessment tasks appropriate to each approach;
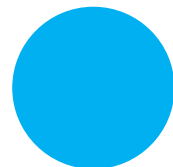*D. Design and build course components appropriate to their own institutional and educational context.*
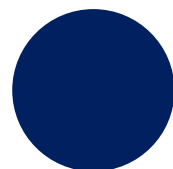
Share

Create

Evaluate

Analyze

Apply
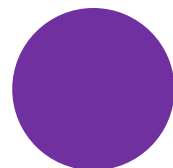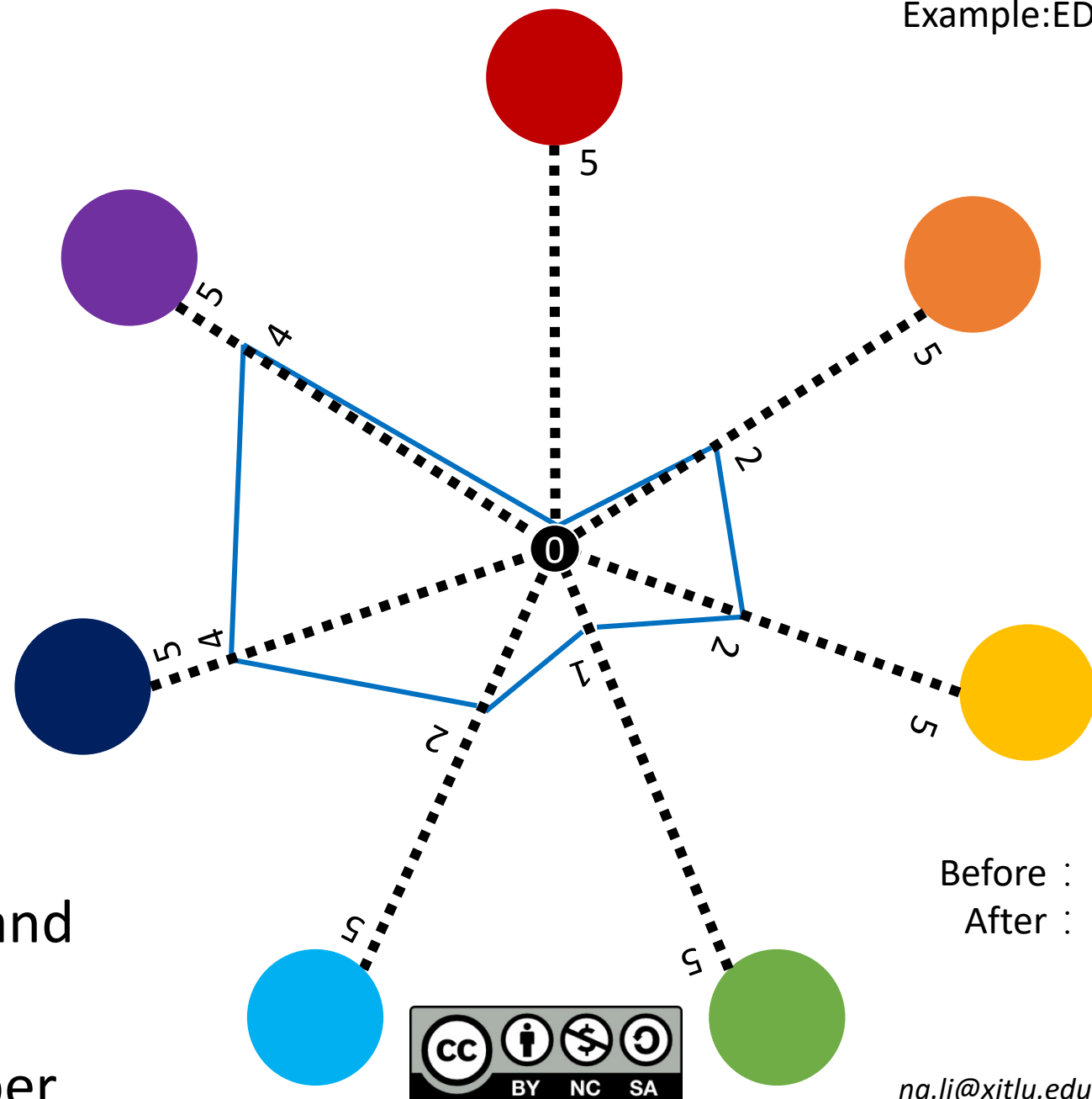
Understand

Remember

Example:EDS431
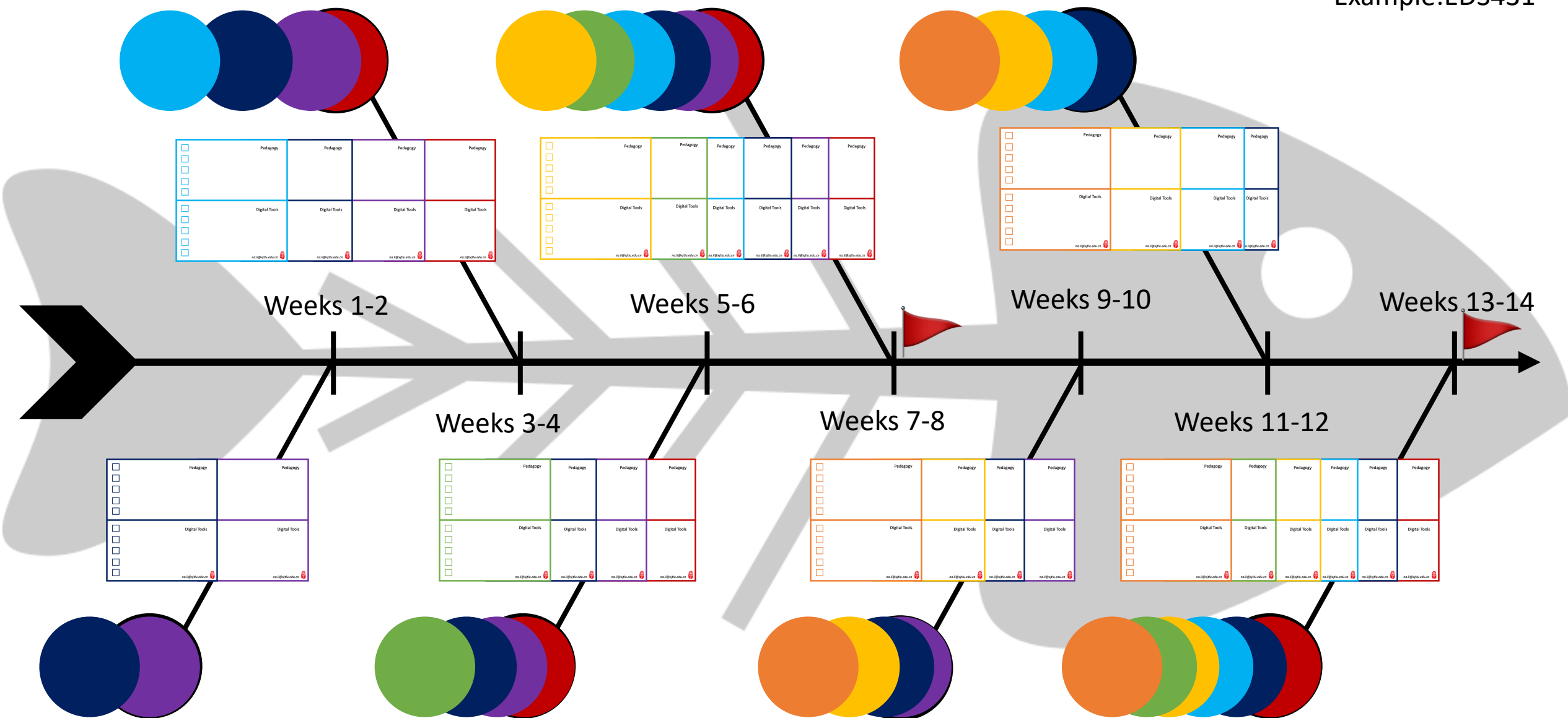
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Before：

After：

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Example:EDS431

Weeks 1-2

Weeks 5-6

Weeks 9-10

Weeks 13-14

Weeks 3-4

Weeks 7-8

Weeks 11-12

Pedagogy

Digital Tools

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Summative Assessment

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Course：
EDS431 Designing Digital Education Curriculum
_____
Program：
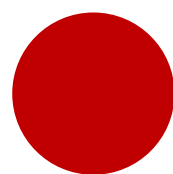*Digital Education*
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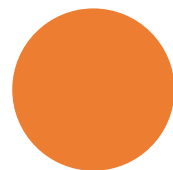**Teacher：**
Dr Na Li
_____
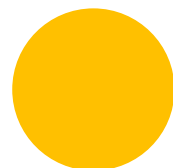**Hours/Credits：**

_150/5_____

Learning Outcomes：
A. Understand and apply a range of approaches to the design of online and offline courses;
B. Critically evaluate these approaches via an understanding of their philosophical and theoretical bases;
C. Select, design and share media, learning activities and assessment tasks appropriate to each approach;
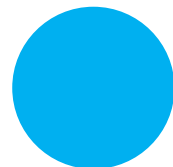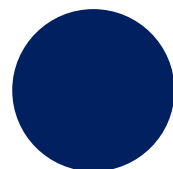*D. Design and build course components appropriate to their own institutional and educational context.*
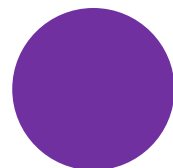
Share

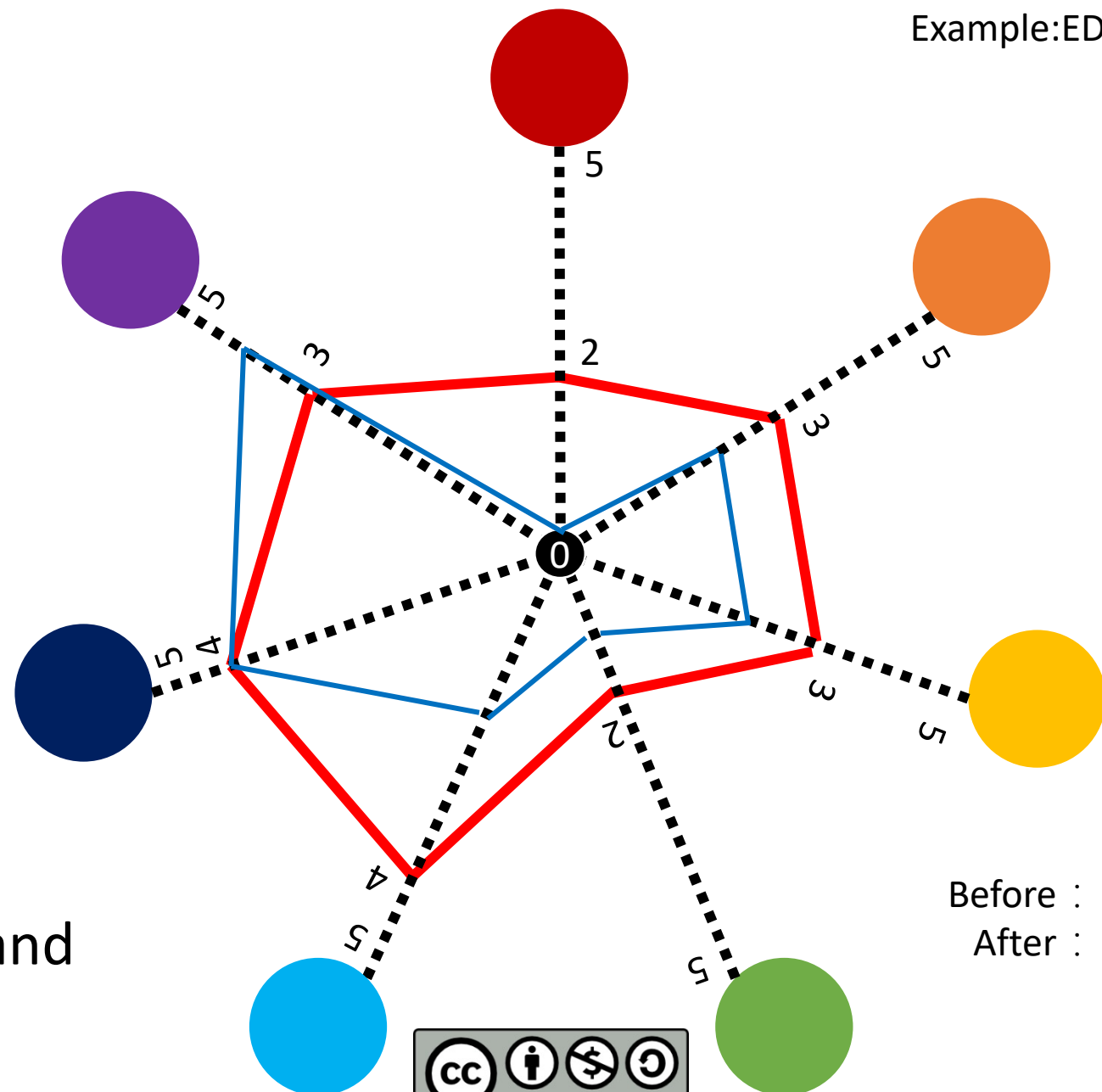Create

Evaluate

Analyze

Apply

Understand

Remember

Before：
After：

Learning process mapping for EDS431-2223-S1-Designing Digital Education Curriculum

Week	Lecture (Tuesday, 14:00 - 16:00)	Synchronous learning	Tutorial/Lab Date (Saturday, 14:00 - 16:00)	Synchronous learning	Asynchronous learning	Learning Outcomes	Educational Objectives	Pedagogy and Digital Tool
Week 1	N/A	Induction Week	N/A	Induction Week	N/A			
Week 2	Sep 13, 2022	Lecture 1 - Module introduction + Education 4.0	Sep 17, 2022	Tutorial 1 - Interpreting key concepts of Education 4.0 using the online glossary	Identifying Education 4.0 examples in the digital escape room 1	LO A		
Week 3	Sep 20, 2022	Lecture 2 - Why does digital educational design matter?	Sep 24, 2022	Tutorial 2 - Identifying and explaining value of digital educational design from the lecture and tutorial reading material, share with other students in the online glossary.	Summarizing the reasons why digital educational design matter in the online forum and share with other students in digital escape room 2.	LO A, B		
Week 4	Sep 27, 2022	Lecture 3 - Design for how people learn	Oct 8, 2022	Tutorial 3 - Editing the group e-portfolio about educational designs for different learners.	Finding the different learning styles in the digital escape room 3.	LO B, C		
University closed days (Oct 3-9)								
Week 5	Oct 11, 2022	Lecture 4 - Digital curriculum plan: key factors for consideration	Oct 15, 2022	Tutorial 4 - Comparing the different factors that may influence the digital curriculum design and share with other students using Xmind.	Identifying and classifying factors that may influence the digital curriculum design in the digital escape room 4.	LO B, D		
Week 6	Oct 18, 2022	Lecture 5 - Digital curriculum plan: evaluation and reflection	Oct 22, 2022	Tutorial 5 - Comparing the different digital curriculum plans and share with other students using Xmind.	Finding and summarizing the differences of the digital curriculum plans in the digital escape room 5.	LO A, B		
Week 7	Oct 25, 2022	**Lecture 6 - Assessment 1: Curriculum Plan Critique**	Oct 29, 2022	Tutorial 6 - Comparing, judging and editing the peers' critique essay according to the marking criterion using the online peer review.	Recognizing and annotating the citation format errors in the digital escape room 6.	LO A, B, C, D		
Week 8	Nov 1, 2022	Lecture 7 - Alternative models of curriculum and accreditation (e.g., micro-credentials, digital badges)	Nov 5, 2022	Lab 1 - Editing the digital badge design and share with other students in the online forum.	Comparing and judging the digital badge design according to the review criterion using the online choice. Exemplifying micro-credentials in the digital escape room 7.	LO A, B, C, D		
Week 9	Nov 8, 2022	Lecture 8 - Game-based curriculum design	Nov 12, 2022	Lab 2 - Naming the digital escape room and explaining the design ideas about game-based learning in online brainstorming etherpad.	Design and critique digital escape room 8 in groups.	LO A, B, C, D		
Week 10	Nov 15, 2022	Lecture 9 - Curriculum design using Web3.0 technologies	Nov 19, 2022	Lab 3 - Naming the digital escape room and explaining the design ideas using Web 3.0 technologies in online brainstorming etherpad.	Design and critique digital escape room 9 in groups.	LO A, B, C, D		
Week 11	Nov 22, 2022	Lecture 10 - Immersive curriculum design	Nov 26, 2022	Lab 4 - Design, implement and critique digital escape room 10 in groups.	Blog journaling the immersive learning experiences using VR and AR technologies in the online forum.	LO A, B, C, D		
Week 12	Nov 29, 2022	Lecture 11 - Project-based curriculum design	Dec 3, 2022	Lab 5 - Design, implement and critique digital escape room 11 in groups.	Blog journaling the project-based curriculum design in the online e-portfolio.	LO A, B, C, D		
Week 13	Dec 6, 2022	Lecture 12 - Curriculum design using the HTML5 Package (H5P) and Moodle	Dec 10, 2022	Lab 6 - Design, implement, compare and critique digital escape room 12 in groups and share with other students using online choice and online peer review tool.	Blog journaling the reflection on curriculum design using H5P and Moodle in the online e-portfolio.	LO A, B, C, D		
Week 14	Dec 13, 2022	**Lecture 13 - Assessment 2: Portfolio**	Dec 17, 2022	Lab 7 - Design, implement, compare and critique digital escape room 13 in groups and share with other students using online choice and online peer review tool.	Blog journaling the overall learning experiences in the online e-portfolio.	LO A, B, C, D		

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