

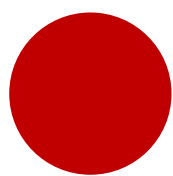
课程名称:

专业名称:

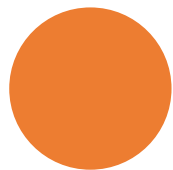
任课教师:

课时/学分:

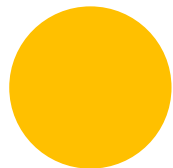
学习目标:



分享



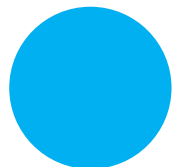
创造



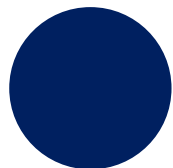
评估



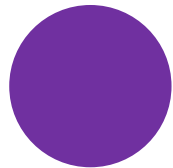
分析



应用

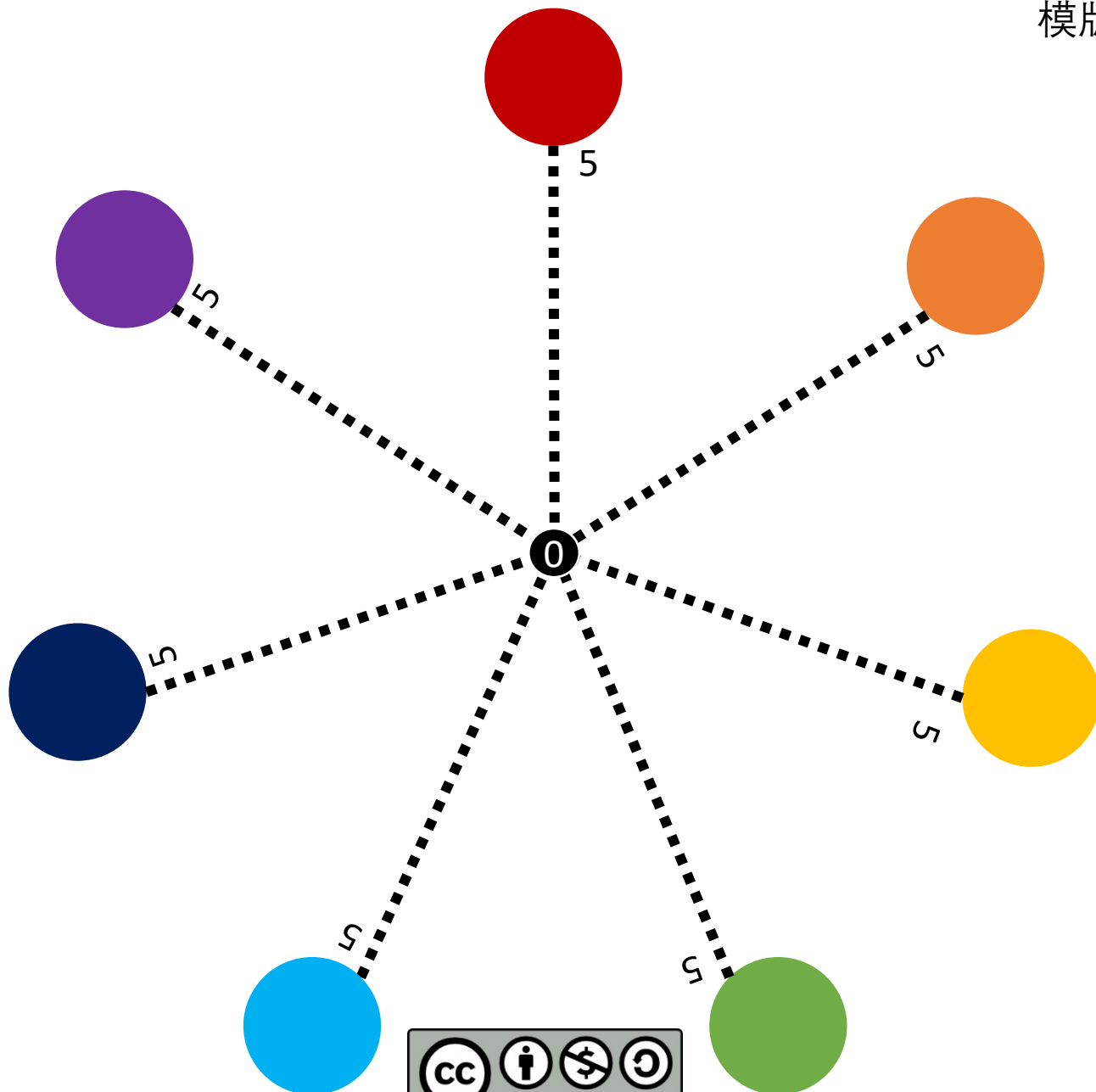


理解



记忆

模版



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教学
法

分享



数字
技术

分享



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教学
法

创造



数字
技术

创造



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教学评估
教学法

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数字技术评估

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教学分析
教学法

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数字技术分析

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应用
教学法

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理解
教学法

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应用
数字技术

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理解
数字技术

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教学记忆法

数字记忆技术

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课程名称:
EDS431 Designing Digital
Education Curriculum

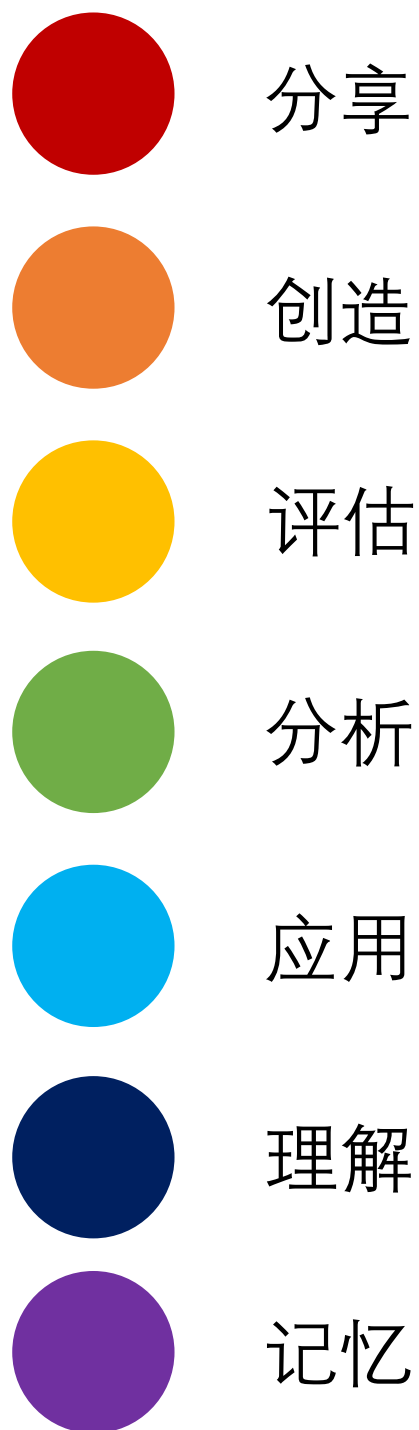
专业名称:
Digital Education

任课教师:
Dr Na Li

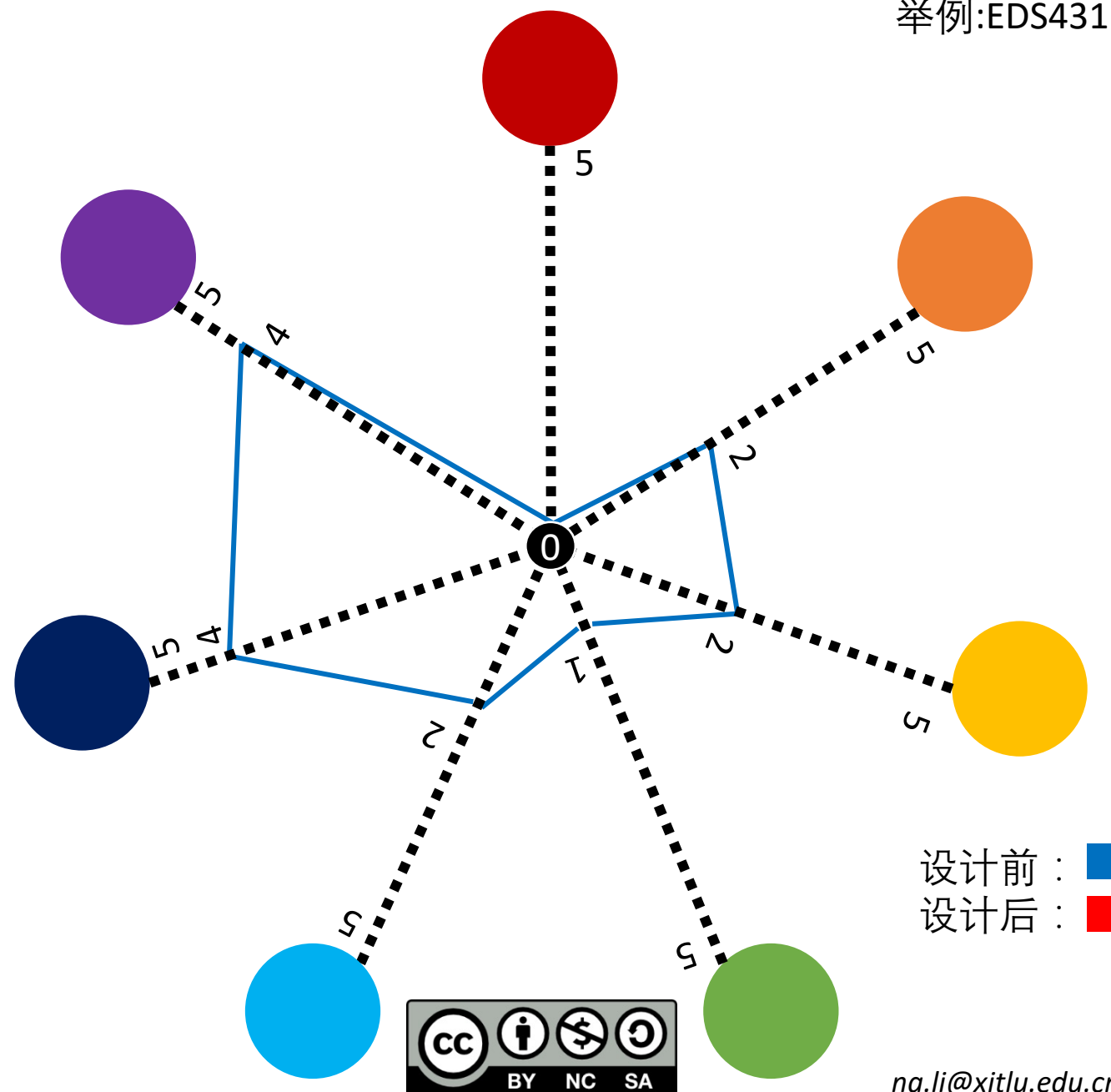
课时/学分:

150/5

学习目标:
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.

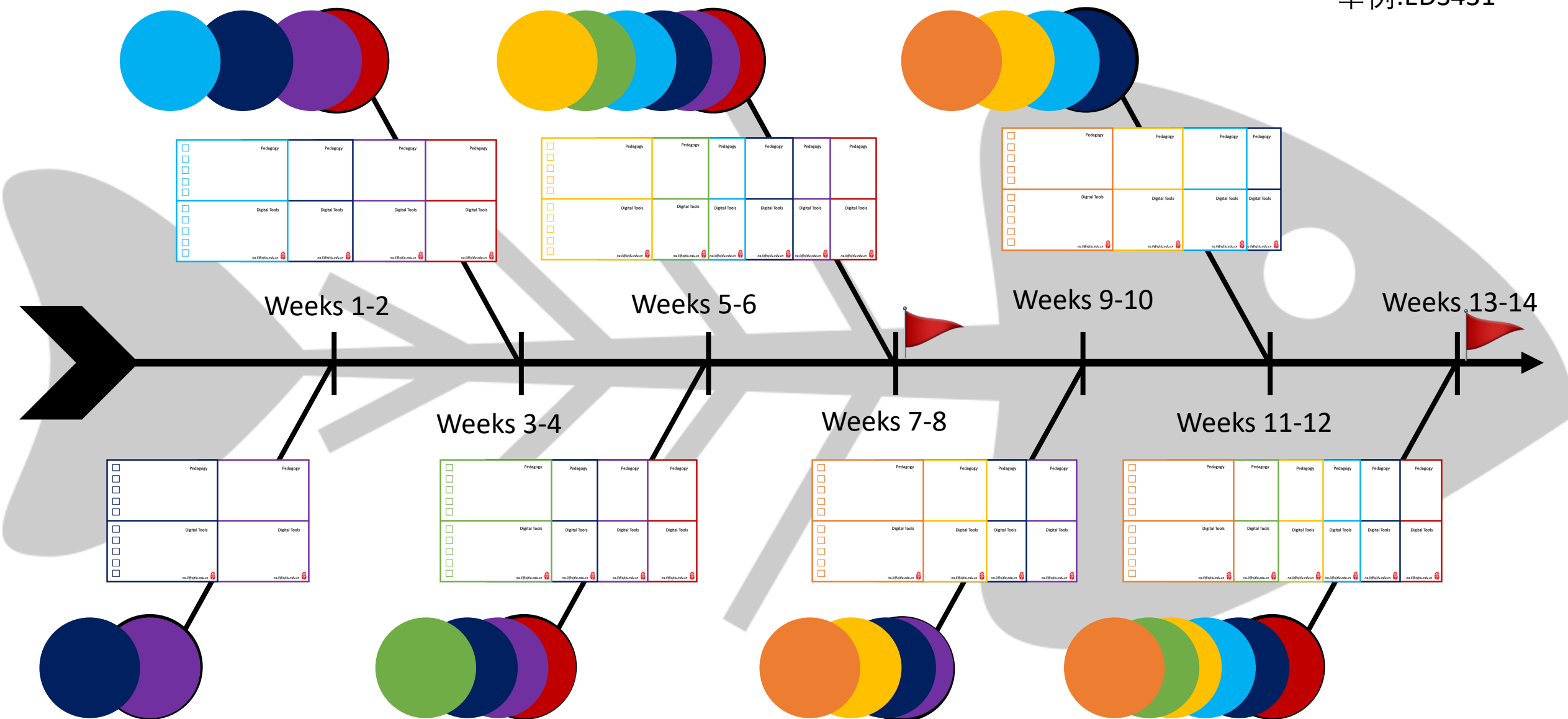


举例:EDS431



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考核



课程名称:
EDS431 Designing Digital
Education Curriculum

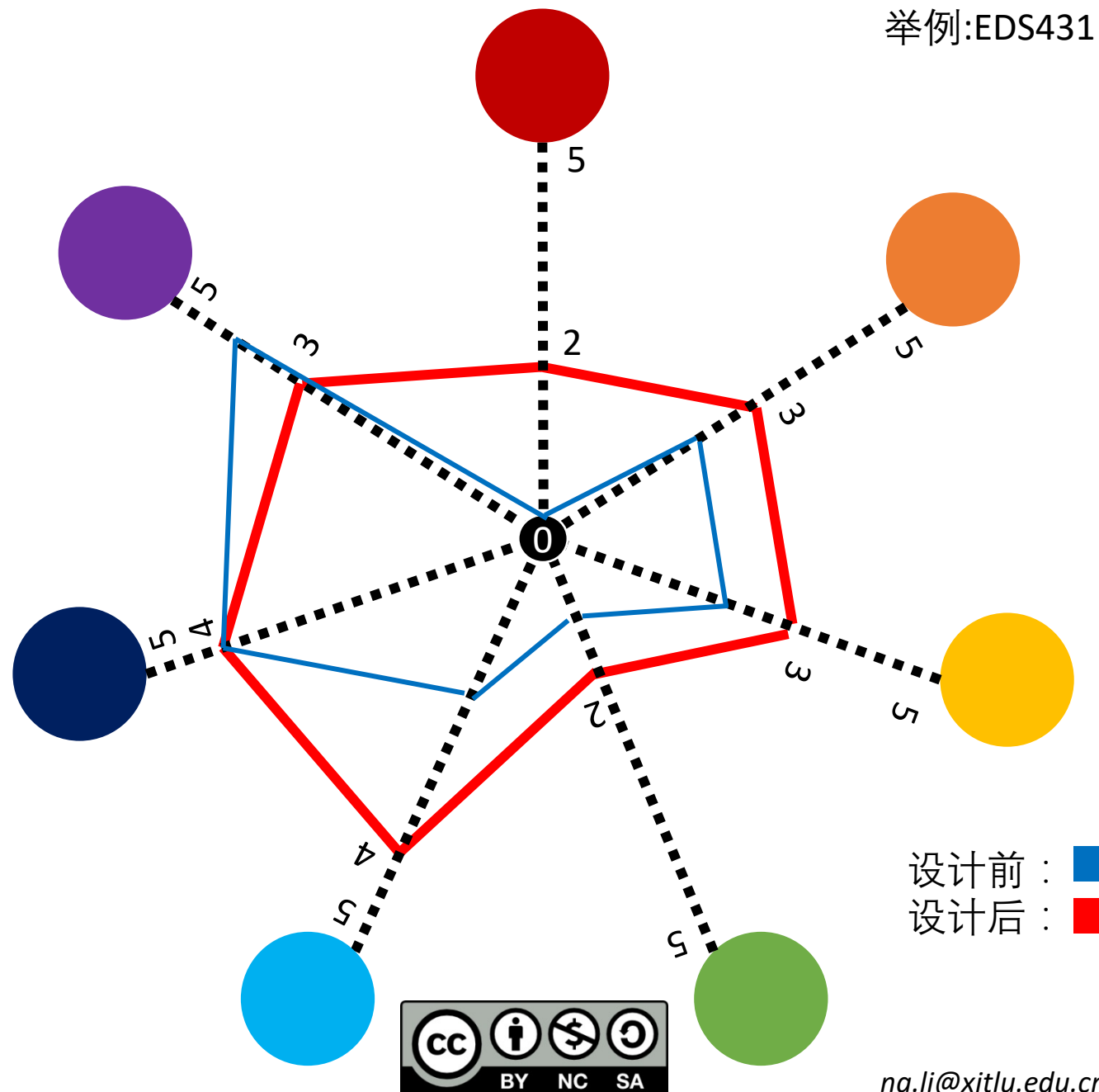
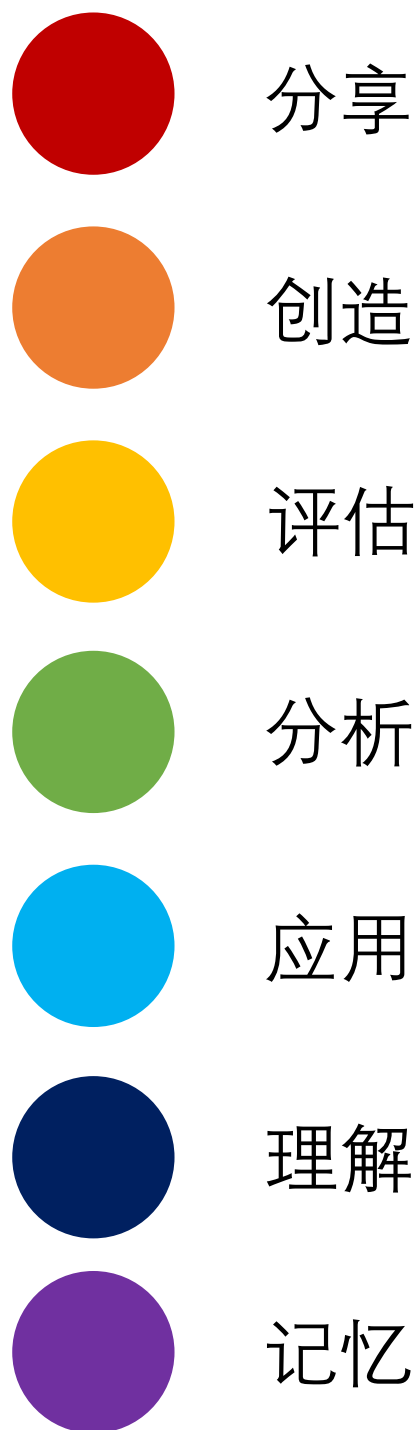
专业名称:
Digital Education













任课教师:
Dr Na Li

课时/学分:

150/5

学习目标:
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.



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		

