



Technology in the Music Room

This course is an introduction to best practices for teaching a digital generation of students using technology-based resources and tools. This course provides a general overview of the pedagogy behind using technology in the music room, tips on technique behind mixing new technologies with traditional pedagogies and then a hands-on view into the extensive Quaver resource and how it can be used in a classroom setting.

Student Learning Outcomes:

- The class will be able to show knowledge of the current educational market, the current resources, current opinions, and the overall state of the field by forming their own philosophy of technology use in the music room.
- Students will be able to identify the needs of the current generation of digital natives by selecting instructional strategies that will fit their lessons.
- Learners will be able to demonstrate knowledge of how to use new resources and best practices into their teaching by creating a lesson that uses new practices and at least 2 new resources.
- Students will be able to access and navigate Quaver by creating an account, logging in, and accessing at least 1 Curriculum lesson, 1 Song Based lesson, and 1 Class Play song.
- Students will demonstrate integration methods with Quaver by teaching 1 Quaver lesson.
- Students will demonstrate mastery of integrating technology-based resources (Quaver and otherwise) into their instruction by putting together a full lesson using a variety of resources and teaching it to the class.

Websites:

- QuaverEd.com/Music
- [SAMR](#)
- [TPACK Framework](#)
- [21st Century Skills](#)
- [History of EdTech](#)
- [Technology in Education](#)
- [ISTE Standards for Students](#)
- [ISTE Standards for Teachers](#)
- [Twitter](#)
- [Facebook](#)

COURSE OUTLINE:

Final Product:

Students will customize a lesson from scratch inside of Quaver that will demonstrate learned knowledge of instructional design and technology integration.



Module 1 General Overview of Educational Technology

Objective: The class will be able to show knowledge of the current educational market, the current resources, current opinions, and the overall state of the field by forming their own philosophy of technology use in the music room.

Module 2 Best Practices and Integration Techniques

Objective: Students will be able to identify the needs of the current generation of digital natives by selecting instructional strategies that will fit their lessons.

Module 3 Resources and Integrating Practice

Objective: Learners will be able to demonstrate knowledge of how to use new resources and best practices into their teaching by creating a lesson that uses new practices and at least 2 new resources.

Module 4 Quaver 101

Objective: Students will be able to access and navigate Quaver by creating an account, logging in, and accessing at least 1 Curriculum lesson, 1 Song Based lesson, and 1 Class Play song.

Module 5 Quaver Integration Techniques

Objective: Students will demonstrate integration methods with Quaver by teaching 1 Quaver lesson.

Module 6 Final Practice and Discussion

Objective: Students will demonstrate mastery of integrating technology- based resources (Quaver and otherwise) into their instruction by putting together a full lesson using a variety of resources and teaching it to the class.

Module 7 Final Practice and Discussion (Part 2)

Objective: Students will demonstrate mastery of integrating technology- based resources (Quaver and otherwise) into their instruction by putting together a full lesson using a variety of resources and teaching it to the class.

Assignments:

- Social Media
- Technology in the Classroom: Your Perspective
- Integration Frameworks writeup
- Tool Research in Quaver
- Lesson Planning
- Finding your Quaver Songs
- Expanding your Toolbox
- Making your Lessons Your Own
- Final Teaching Demonstration

Completion of all assignments will result in mastery of the Quaver Curriculum.

