

**DEPARTMENT OF TECHNOLOGY EDUCATION, IER
UNIVERSITY OF THE PUNJAB, LAHORE-PAKISTAN
Course Outline**

Programme	BS Technology Education	Course Code	BSTE316	Credit Hours	3
Course Title	Instructional Technology and Materials Development				
Course Introduction					
The course on Instructional Technology and Materials Development provides an introduction to the tools, techniques, and principles used in the creation of effective instructional materials. It focuses on understanding the role of technology in education and the process of designing and developing various types of instructional materials.					
Learning Outcomes					
On the completion of the course, the students will:					
<ol style="list-style-type: none"> 1. Understand the fundamental concepts of instructional technology. 2. Identify and utilize various types of instructional materials. 3. Apply principles of instructional design to create effective learning materials. 4. Integrate technology into the teaching and learning process. 5. Develop and evaluate instructional materials for different educational contexts. 					
Course Content				Assignments/Readings	
Week 1	Introduction to Instructional Technology		Reflective essay on the role of technology in modern education		
	Unit 1.1: Overview of Instructional Technology				
	Unit 1.2: History and Evolution of Instructional Technology				
Week 2	Types of Instructional Materials		Identify and describe various traditional instructional materials		
	Unit 2.1: Traditional Instructional Materials				
	Unit 2.2: Digital Instructional Materials				
Week 3	Principles of Instructional Design		Research and write a report on a popular instructional design model (e.g., ADDIE, ASSURE)		
	Unit 3.1: Basics of Instructional Design				
	Unit 3.2: Applying Instructional Design Principles				
Week 4	Developing Instructional Objectives		Write instructional objectives for a given topic		
	Unit 4.1: Writing Clear and Measurable Objectives				
	Unit 4.2: Aligning Objectives with Assessments				

Week 5	Designing Instructional Materials	Evaluate existing instructional materials and suggest improvements
	Unit 5.1: Principles of Effective Material Design	
Week 6	Using Multimedia in Instruction	Research and present on the use of multimedia in education
	Unit 6.1: Benefits and Challenges of Multimedia	
Week 7	Integrating Technology in the Classroom	Identify and describe various tools for integrating technology in the classroom
	Unit 7.1: Tools for Technology Integration	
Week 8	Interactive and Online Learning Materials	Create an interactive learning activity using a chosen tool
	Unit 8.1: Developing Interactive Materials	
Week 9	Evaluating Instructional Materials	Develop a checklist for evaluating instructional materials
	Unit 9.1: Criteria for Evaluation	
Week 10	Accessibility in Instructional Materials	Research and write a report on accessibility standards in education
	Unit 10.1: Understanding Accessibility	
Week 11	Collaborative Learning and Technology	Research and present on collaborative learning techniques
	Unit 11.1: Benefits of Collaborative Learning	
Week 12	Emerging Technologies in Education	Research and present on an emerging technology in education (e.g., AR, VR, AI)
	Unit 12.1: Overview of Emerging Technologies	
Week 13	Ethics and Legal Issues in Instructional Technology	Write an essay on ethical issues in instructional technology
	Unit 13.1: Understanding Ethical Considerations	
Week 14	Project-Based Learning	Develop a project-based learning activity for a specific topic
	Unit 14.1: Designing Project-Based Learning Activities	

	Unit 14.2: Assessing Project-Based Learning	
Week 15	Final Projects	Develop a comprehensive project proposal for an instructional material
	Unit 15.1: Project Development and Planning	
	Unit 15.2: Project Implementation	
Week 16	Course Review and Final Assessment	Group presentation summarizing key learnings from the course
	Unit 16.1: Review of Key Concepts and Themes	
	Unit 16.2: Comprehensive Final Exam	

Textbooks and Reading Material

1. Textbooks.

- Design for How People Learn by Julie Dirksen

2. Suggested Readings

- The Systematic Design of Instruction by Walter Dick, Lou Carey, and James Carey

Teaching Learning Strategies

1. **Lectures:** To introduce and explain key concepts and theories.
2. **Hands-on Labs:** To provide practical experience with robotics components and programming.
3. **Group Discussions:** To facilitate peer learning and collaborative problem-solving.
4. **Guest Lectures:** To provide insights from industry experts and professionals.
5. **Assignments and Projects:** To reinforce learning and encourage application of concepts in real-world scenarios.

Assessment

Sr. No.	Elements	Weight age	Details
1.	Midterm Assessment	35%	Written Assessment at the mid-point of the semester.
2.	Formative Assessment	25%	Continuous assessment includes: Classroom participation, assignments, presentations, viva voce, attitude and behavior, hands-on-activities, short tests, projects, practical, reflections, readings, quizzes etc.

3.	Final Assessment	40%	Written Examination at the end of the semester. It is mostly in the form of a test, but owing to the nature of the course the teacher may assess their students based on term paper, research proposal development, field work and report writing etc.
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