EDUCATION, MASTER OF SCIENCE - DIGITAL AGE LEARNING AND EDUCATIONAL TECHNOLOGY (ONLINE)

Digital Age Learning and Educational Technology (Online)

The online 36-credit Master of Science (MS) in Education with a concentration in Digital Age Learning and Educational Technology prepares educators and related professionals to use a broad range of technologies in their multiple roles as teacher, instructional designer, technology coach, researcher, change agent, or leader in the field.
The program is aligned with International Society for Technology in Education (ISTE) standards for educators, as well as with learning theories from the National Academies of Science's initiatives on the new science of learning. The knowledge base within the Digital Age Learning and Educational Technology program comes from both existing and emerging methods for effective technology integration and effective leadership, including policy, practice, research, theory, and culturally responsive education. The program's coursework involves project-based learning, discussions, and collaboration. Candidates gain competencies in instructional leadership, instructional and assistive technologies, systems change, data driven decision-making and Universal Design for Learning.

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Please visit  https://education.jhu.edu/academics/dalet/  for
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Program Requirements

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PROGRAM PLAN (36 CREDITS)

Code	Title	Credits
Foundational Introductory Course (Required)		
ED.893.508	Technology and the Science of Learning (Note: this course should be taken first)	3
Required Courses		
ED.810.607	Culturally Responsive Teaching	3
ED.893.545	Technology Integration for the 21st Century Learner	3
ED.893.550	Emerging Issues in Digital Age Learning	3
ED.893.601	Evaluation and Research in Digital Age Learning	3
ED.893.632	Data-Driven Decision Making	3
ED.893.634	Technology Leadership for School Improvement	3
ED.893.645	Explorations in Blended and Hybrid Learning	3
ED.893.650	Fundamentals of Design Thinking	3
ED.893.701	Advanced Seminar in Digital Age Learning (Note: take in final term)	3
ED.893.850	Advanced Applications in Digital Age Learning (Note: take in second to last or final term)	3
Elective Courses		
Students may take up to two electives (6 credits) in consultation with their academic advisor. These electives may replace any course with the exception of ED.893.508, ED.893.850, and ED.893.701. Electives may also be taken from outside the program		
ED.893.628	Gaming and Simulations for Learning	3
ED.893.546	Technology for Learner Variability	3
ED.893.600	Maker Education: Cultivating Curiosity, Creativity, and Problem Solving in Theory and Practice	3
ED.893.651	Computational Thinking for K-12 Educators	3
ED.880.619	Foundations of Online Teaching and Learning	3
ED.880.623	Instructional Design for Online Learning	3

Learning Outcomes

Digital Age Learning and Educational Technology (Online)

PROGRAM GOALS

The goals of the program are to:

- Cultivate proactive leadership skills for developing a shared vision for educational technology among all education stakeholders.
- Create systemic plans aligned with a shared vision for school effectiveness and student learning through the infusion of information and communication technology (ICT) and digital learning resources.
- Develop robust and reliable access to current and emerging technologies and digital resources, with equity for all stakeholders.
- Engage in planning and assessment centered on the needs and abilities of students.
- Develop and review policies, financial plans, accountability measures, and incentive structures to support the use of ICT and other digital resources for learning.
- Integrate content standards and related digital curriculum resources that are aligned with and support digital age learning and work.
- Design online and blended learning environments that facilitate digital learning and support communities of inquiry.

LEARNING OUTCOMES

Upon successful completion of the program, we expect students will:

- Lead their organization in the effective use of technology for digital learning.
- Establish leadership skills for supporting data driven decision-making.
- Develop skills for advanced technologies—including online and blended learning, mobile learning, multimedia-based instruction, tools for instructional management and assessment, and the integration of technology in Universal Design for Learning (UDL).
- Engage in technology integration—applying the new science of learning, digital-age skills, and a constructivist approach to teaching and learning, as well as the use of authentic assessment strategies, differentiated instruction and appropriate technology tools to accommodate all learners, including students with special needs.
- Build leadership skills through mentoring, consulting, professional development, and systems change.