Program Plan
Master of Science in Educational Administration
Technology Director Emphasis
Program Options

Option 1*		Option 2		Option 3	
Required Courses	27 cr	Required Courses	27 cr	Required Courses	27 cr
Elective Courses	3 cr	Elective Courses	6 cr	Elective Courses	3 cr
Internship (EDU6301)	6 cr	Field Project	3 cr	Thesis / Curriculum Project	6 cr
Total credits	36 cr	Total credits	36 cr	Total credits	36 cr

Master of Science Course Offerings

Course No.	Title	3 credits each	Date Taken
The Technology Director as Leader			
EDT5002	Emerging Technology in Education	Required	
EDU5309	Leadership for Change		
The Technology Director as Administrator			
EDT5012	School Technology Infrastructure	Required	
EDT5004	Coordinating Technology in Education		
EDT5009	Issues in Educational Technology		
The Technology Director as Instructional Leader			
EDT5001	Enhancing the Curriculum with Technology	Required	
EDT5008	Leading Technology Professional Development		
EDT5003	Multimedia Technologies		
EDT5005	Teaching Online	Electives	
EDT5006	Designing and Constructing Online Courses (prereq. EDT5005)		
EDT5007	Google Technologies in Education		
EDT5011	Enhancing Ministry with Technology		
EDT5010	Technology and Universal Design for Learning		
Leadership Application			
EDU5005	Foundations of Educational Research	Required	
EDU6200	Field Project	3 credits	Capstone Options (Select One)	
EDU6201	Curriculum Project	6 credits	
EDU6301*	Internship	6 credits	
EDU6500	Thesis	6 credits	

This option is only available to people who are not currently technology directors.

Course Descriptions

EDT5001 Enhancing the Curriculum with Technology
The integration of technology with curriculum content and instruction. (Instructional Design & Teaching with Technology). NEEDS ATTENTION & REVISION

EDT5002 Emerging Technologies in Education
An investigation of recent trends in hardware, software, policy, and pedagogy to develop a clearer picture of the possibilities for emerging technologies in the K-12 classroom.
Possible list of things to investigate: Google Expeditions, Augmented and Virtual Reality, "Making" (Makerspace, Learning through Making), Computational Thinking, Media Literacy.

EDT5003 Multimedia Technologies
Instructional uses of stand-alone and internet-based multimedia technologies including experiences with multimedia tools to produce multimedia components, audio and video, for classroom use.

EDT5004 Coordinating Technology in Education
An investigation of the common duties and responsibilities of a technology coordinator in an education setting. Topics include school technology plans that include both administrative and classroom applications, learning spaces and environments, resource management and evaluation, budgeting, and effective communication.

EDT5005 Teaching Online
Issues related to online learning, resources, ethics, copyright issues, learning styles, management of online courses, the role of the online student and instructor, online communication, learner assessment, and course evaluation.

EDT5006 Designing and Constructing Online Courses
Prerequisite: EDT5005 Teaching Online
The design and construction of online, web-based, components, modules, workshops, or courses. Topics include learning theory and instructional design, web-based design principles, preliminary course planning, creating a course framework, preparing online lessons and content, constructing course materials, and preparing for course delivery.

EDT5007 Google Technologies in Education
An in-depth study and application of Google tools available through Google Apps for Education with emphasis on educational application.

EDT5008 Leading Technology Professional Development
An investigation of adult learning theory and research-based practices in professional development with respect to teaching teachers to use technology. These principles are applied in a faculty development plan.

EDT5009 Issues in Educational Technology
A deeper dive into legal topics related to technology in education, including copyright, digital citizenship, licensing, data sharing and protection, children and technology, etc. Addresses the unique challenges of using technology in education and the data collected by companies and schools related to students, faculty, and staff. (e.g. FERPA, COPPA, CIPA)

EDT5010 Technology and Universal design for Learning
Using technology through the Universal Design for Learning (UDL) framework to successfully engage diverse learners in the general education classroom. Participants analyze the learner, the content, and the instructional process for ensuring that all students have equal access to the school's curriculum.

EDT5011 Enhancing Ministry with Technology
An exploration of how technology can be harnessed to improve, enhance, and extend ministries, including information systems/databases, communication tools, productivity/project management tools, and many other aspects of ministry.

EDT5012 School Technology Infrastructure
A thorough investigation of networks, the backbone of technology installations in ministry settings. Examines current network offerings for various sizes of institutions and how to approach various network design decisions and troubleshooting opportunities. Also explores planning for future network upgrades, working with vendors, and talking through other infrastructure needs.

EDU5309 Leadership for Change
Creating a culture of learning and achievement that reflects Christ's love for all. Identifies contemporary issues facing schools, including diversity and equity issues. Explores data-driven decision making and professional learning communities. Examines the dynamics of change in organizations and individuals and how to lovingly implement needed reform.