Core Curriculum Course Submission Core Skills II B Human and Social Behavior Worksheet

Human and Social Behavior Worksheet

Objective: Students will recognize a variety of social perspectives and contexts, and identify connections among individual and group behaviors within and across cultures.

Student Learning Outcomes: Students will be able to:

- 1. Apply methods of inquiry to investigate social behavior
- 2. Analyze and illustrate the connections among individual and group behaviors

Items typically needed for a New Course proposal:

- 1. CIP Code: 13.1309
- 2. Catalog Description: This course examines how technology influences human and social behavior in education. Students will use, analyze, and design learning experiences involving apps, virtual reality, coding, robotics, blended learning, and other technologies. Using the lens of human and social behavior, students will analyze the technology-rich contemporary K-12 classroom.
- 3. Proposed Syllabus
- 4. Core Curriculum worksheet (only applicable if applying to the Core)
- 5. QEP application (only applicable if applying to be a QEP course)

* All documents to be uploaded should be in PDF format

Instructions:

- 1. Complete a separate form for each course.
- 2. Complete all sections that apply to this request.
- 3. Include course prefix where a course number is requested. EDUC 304
- 4. Attach a syllabus that complies with the guidelines outlined in the Faculty Manual.

SLO's	Examples/Questions/Guide for	Related Course SLO(s)
	alignment: Does this course require	How do course SLOs align with the Core Curriculum SLOs?
	students to do any of the following?	
SLO1 Apply methods of inquiry to investigate social behavior Students will critically analyze real-world problems. By defining the core problem through questioning and by applying applicable methodologies and frameworks, students will develop well-supported solutions.	 Fully develop all elements of the methodology or theoretical framework leading to appropriate methods of inquiry that develop questions. research, problem solving and/or creating solutions The inquiry demonstrates knowledge of the social sciences and human behavior through appropriate frameworks may be synthesized from across disciplines or from relevant sub disciplines. 	EDUC 304 applies SLO1 in the utilization of methodologies/theoretical frameworks for developing questions, problem-solving, and creating solutions through the instructional design process. For example, students will be asked to critically analyze the real-life teacher problems, like effectively teaching in educational environments with differing technology platforms. The instructional design process is cyclical and reflective. Students will study the problem's context and apply an instructional design model such as ADDIE or the Dick and Carey model. By utilizing an instructional design model, students will perform an instructional analysis and analyze learners and contexts. These first steps include studying the learners' characteristics and combining this knowledge with learning theory which pulls in disciplines like psychology and learning science. Students will evaluate the context and technologies available in order to ideate an instructional design solution.
SLO2 Analyze and illustrate the connections among individual and group behaviors Students will critically analyze technology's influence on human and social behavior through the lens of education	 Demonstrate critical thinking strategies, which may include scientific and/or quantitative reasoning, that organizes and synthesizes evidence in all forms to reveal insightful pattern, differences, or similarities related to focus. Apply skills in collecting, analyzing, and interpreting data in order to illustrate the forces impacting individual and group behavior Discuss in detail relevant and supported connections and implications. Demonstrate the complexity of other cultures in relationship to the inquiry. 	EDUC 304 applies SLO2 through critical thinking strategies, quantitative thinking, and evaluating patterns. Students will identify variables and constants while composing simple algorithms. For example, students will use beginner coding languages in order to design and code a multipart program that solves a problem. Students will need to compose, decompose, evaluate, and modify simple algorithms to find the most efficient code sequences to solve problems. In addition, students will reflect upon human/technology interactions, as well as human behavior patterns in computer data and algorithms.