

<b>ID</b>	3077
<b>Curricular Unit</b>	Innovation and Technology in Physical Education
<b>Regent</b>	Carlos Alberto Rosa Ferreira
<b>Learning Outcomes</b>	<p>Understand and analyze the basic concepts related to innovation and technology to be used by professionals in Physical Education.</p> <p>Meet selection criteria of technologies depending on the type and complexity of the information provided, the level of learning of the trainees, the context of learning and existing resources.</p> <p>Identify and analyze different lines of educational research related to the use of technology in educational settings.</p>
<b>Syllabus</b>	<p>Information Technology and Communication (ICT) in today's society and in educational contexts.</p> <p>Educational technology: origin, development and major trends in physical education.</p> <p>Theories of Learning and Educational Technology used in the context of Physical Education class.</p> <p>Procedures and methodologies of educational research applied to the field of ICT.</p> <p>The different stages of research on the application of ICT in educational settings and their relationship to research in education.</p> <p>E-learning and distance education: technological platforms; pedagogical principles; learning processes; principles of teaching programming content; usability.</p> <p>Creating learning objects for physical education based on technology.</p>
<b>Evaluation</b>	<p>The task subject to evaluation is the production of two practical applications that make use of the technologies learned in the CU.</p> <p>In the first task the goal is to create a small digital teaching unit (Learning Objects) that helps learning in any area relating to programs of physical education in primary and secondary education.</p> <p>In the second the goal is to create a small personal site in HTML that includes at least 4 pages. In the site they can insert, among other things, the portfolio, sharing personal information and creating links to other pages.</p> <p>There will also be a time where students will be subject to the application of a theoretical or practical test where they will have to demonstrate proficiency in the technologies introduced during practical lectures.</p>

## **Bibliography**

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- Jonassen, D.H. & Land, S.M. (1999). Theoretical Foundations of Learning Environments. Lawrence Erlbaum Associates, Inc.
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