



ID	3077
Curricular Unit	Innovation and Technology in Physical Education
Regent	Carlos Alberto Rosa Ferreira
Learning Outcomes	Understand and analyze the basic concepts related to innovation and technology to be used by professionals in Physical Education.  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.  Identify and analyze different lines of educational research related to the use of technology in educational settings.
Syllabus	Information Technology and Communication (ICT) in today's society and in educational contexts.  Educational technology: origin, development and major trends in physical education.  Theories of Learning and Educational Technology used in the context of Physical Education class.  Procedures and methodologies of educational research applied to the field of ICT.  The different stages of research on the application of ICT in educational settings and their relationship to research in education.  E-learning and distance education: technological platforms; pedagogical principles; learning processes; principles of teaching programming content; usability.  Creating learning objects for physical education based on technology.
Evaluation	The task subject to evaluation is the production of two practical applications that make use of the technologies learned in the CU. 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.  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. 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.

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Jonassen, D.H. (2003). Learning to Solve Problems: An Instructional Design Guide. Wiley, John and Sons, Inc.

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## **Bibliography**