

# Curriculum Map:

## QR Codes as Media Tools in the Classroom

### Unit 1

Why do we use technology in the classroom?

- **Activity 1** - The participant will use required reading and outside sources to create their own definition of technology in the classroom. They will post this as a discussion entry.
- **Activity 2** - The participant will read required readings and watch videos. They will choose 3 examples given in the course, they felt were the most effective methods of utilizing technology. They will defend why they believe these methods are effective utilizing required readings and/or outside sources to support their argument. This assignment must be turned in as a Word Document.
- **Activity 3** - The participant will post 3 examples of how they would use Quick Response codes in the classroom. They will explain if they find the activity engaging, how they would assess the level of engagement, and how they would further enhance the activity.

### Unit 2

How to create a Quick Response Code.

- **Activity 1** - The participant will create a list of a minimum of 3 websites they found to create QR codes and upload them into an Excel spreadsheet, to create a database of websites.
- **Activity 2** - The participants will rate the websites based on several criteria, and input their comments on why they rated the website the way they did. This will be completed on the same Excel sheet.
- **Activity 3** - The participant will pick a website and create a checklist on how to create a QR code. They will post these checklists as a discussion entry.
- **Activity 4** - The participant will create an activity utilizing QR codes. They will post this assignment as a Word document. The QR code must be featured as a functional code in the document (instructor must be able to scan code to a destination of the presenter's choice). Using required readings, videos and outside sources, they will explain how this activity will impact the students' classroom experience.

### Unit 3

Utilizing Quick Response Codes in the Classroom.

- **Activity 1** - The participant will create a lesson plan in which they will have to incorporate QR codes. These codes must be included in the lesson plan to verify they work.
- **Activity 2** - They will post their lesson plans in designated small group forums of no more than 4 participants.
- **Activity 3** - Each participant will give feedback to each member of their small group.
- **Activity 4** - Each participant will evaluate if the peer feedback given by each individual, helped or did not help them enhance their lesson plan.