

Fresno Pacific University  
Center for Professional Development

Course Syllabus

## **HPE 915 Technology in Physical Education / Coaching**

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### **Introduction**

Technology has become an infusive and pervasive presence in most aspects of today's culture -- at home, at work, in the classroom, and on the athletic field. Along with, and partly due to, the advances in technology has come an increase in information and an even greater increase in the availability of that information. Technology and the accompanying information glut has provided teachers and coaches with new tools and has opened up whole worlds of new possibilities for teaching, learning, coaching and managing competitions. The boundaries of school and sports are no longer limited by the four classroom or gymnasium walls and are expanding at an exponential rate, limited only by a teacher's or coach's technological efficacy and imagination.

Using a project-based approach, and in collaboration with the instructor and other participants, students in this course will become familiar with both current and emerging technologies that may be useful in their teaching and/or coaching. Projects will be implemented to address both NASPE (National Association for Sport and Physical Education) and NETS (National Educational Technology Standards) standards. The course is highly interactive with the instructor and other students. Communication with the instructor and student colleagues will be accomplished through asynchronous course discussion boards and e-mail.

### **Course Content**

This course is an introduction to technology literacy, focusing on the effective use of technology in physical education and sports settings. The course is designed to provide students with experience in integrating technology into physical education, sports and other kinesiology-related programs. Participants will be informed of hardware and software applications available for use in these programs. The course will also explore the use of the World Wide Web and a variety of physical education and sports-related technology devices.

### **Course topics include but are not limited to:**

- e-mail (generic functions)
- word processing (Word)
- presentation software (PowerPoint)
- spread sheet software (Excell)
- Web page design (Composer)
- sound
- graphics
- photography
- video
- multimedia
- electronic communications
- pedagogical tools
- PE fitness specific technologies

- sport specific technologies
- resources
- search techniques
- website evaluation
- citations
- technology standards
- physical education standards
- efficient teaching with technology
- technologically-rich learning
- distance learning
- critical issues in educational technology

### **Primary Learning Outcomes**

At the completion of this course students will be able to:

1. Demonstrate ability to use computers for basic functions, including word processing, spread sheets, presentations, e-mail, and specialized programs related to physical education and sports. (I)
2. Demonstrate an understanding of the technology devices available in a variety of physical education and sports settings.
3. Prepare a lesson plan that meets both technology and physical education national standards. (II, III)
4. Use the World Wide Web as a resource for information. (I, V)
5. Evaluate software, technology devices, and websites. (IV)
6. Create a digital portfolio. (V)
7. Discuss the ethical and security issues related to the use of technology. (VI)
8. Demonstrate a familiarity with online learning and group communication. (VI)

### **National Standards**

The primary learning objectives in this course are closely aligned to the ISTE (International Society for Technology in Education) <http://www.iste.org> National Educational Technology Standards for teachers (NETS) [http://www.cnets.iste.org/teachers/t\\_stands.html](http://www.cnets.iste.org/teachers/t_stands.html). Numbers in parentheses following each learning outcome above refer to the National Educational Technology Standards category to which the outcome is linked.

The categories are:

- I. Technology operations and concepts.
- II. Planning and designing learning environments and experiences.
- III. Teaching, learning and the curriculum.
- IV. Assessment and evaluation.
- V. Productivity and professional practice.
- VI. Social, ethical, legal and human issues.

The Lesson Plan Project requires participants to identify and address specific ISTE Student NETS [http://www.cnets.iste.org/students/s\\_stands.html](http://www.cnets.iste.org/students/s_stands.html) and NASPE (National Association for Sport & Physical Education) National Standards for Physical Education <http://www.aahperd.org/naspe/publications-nationalstandards.html>.

### **Course Materials**

1. Textbook  
Mohnsen, B. S. (2006). Using Technology in Physical Education, 5th edition.  
Cerritos, CA: Bonnie's Fitware.  
The textbook is available at most online book sellers, as well as from the publisher at:

<http://www.pesoftware.com>

2. Course Website  
<http://www.frespac.net/petechnology>

### Course Requirements

To receive a letter grade of B or a grade of Credit the following five projects must be completed:

- |    |                                      |           |
|----|--------------------------------------|-----------|
| 1. | Lesson Plan                          | 20 points |
| 2. | Comprehensive Technology Use Project | 30 points |
| 3. | Textbook Chapter Applications        | 30 points |
| 4. | Message Board Discussions Posts      | 30 points |
| 5. | Annotated Resources                  | 10 points |

To receive a letter grade of A, the following sixth project must also be completed:

- |    |                   |           |
|----|-------------------|-----------|
| 6. | Digital Portfolio | 30 points |
|----|-------------------|-----------|

### Grading

The final grade is based on points accumulated from the five to six course projects as follows:

- |                |           |   |                |
|----------------|-----------|---|----------------|
| 135-150 points | (90-100%) | = | letter grade A |
| 112-134 points | (75-89))  | = | letter grade B |

To earn a grade of "Credit" a minimum of 112 points (75%) must be earned. Course work falling short of 112 total points will not receive credit. The assignment of project points is at the discretion of the instructor based on the quality of each project submitted.

### Required Computer Capabilities

Minimum computer capabilities necessary for course:

1. Use of, and familiarity with, a computer that has Internet access.
2. Ability to "surf" the World Wide Web.
3. Ability to navigate to a specific Internet Web site.
4. Ability to send and receive e-mail with attachments. If you do not have an e-mail account, please see the Appendix for information on where to obtain a free e-mail account.

Software Necessary for Course:

1. A Web browser.

These browsers are free:

Firefox\* <http://www.mozilla.org>

Explorer

Netscape

AOL

Mozilla Suite\* <http://www.mozilla.org>

\*= Instructor recommends both of these. Firefox for relatively annoyance free surfing and Mozilla Suite for the HTML editor, if you want to create Web pages.

2. An office suite containing word processor, spread sheet, and presentation program. Microsoft Office is preferred and recommended. However, if you do not have Microsoft Office, you can download a similar and compatible program for free. It's called Open Office and is available at: <http://www.openoffice.org>

### Project Evaluations and Feedback

Projects are to be submitted as they are completed.  
Project evaluations and feedback will be sent to students via e-mail.

### **Policy on Plagiarism**

**As stated in the Fresno Pacific University Catalogue, "All people participating in the educational process at Fresno Pacific University are expected to pursue honesty and integrity in all aspects of their academic work. Academic dishonesty, including plagiarism, will be handled according to the procedures set forth in the Fresno Pacific University Catalogue."**

### **CONTACT INFORMATION for Technology in Physical Education Course**

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To contact the Fresno Pacific University Center for Professional Development on the Web:

<http://www.fresno.edu/cpd>

To contact the Fresno Pacific University switchboard:

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