

SIMON FRASER UNIVERSITY

Education 463-4 (Educational Media)

Course Director:

Summer Trimester

Edward Bakony

COURSE PROJECT

Design and produce an Educational Media project directed at attaining at least one specific learning objective, within the guidelines set out below.

First Step Before committing yourself to the production of your project, submit a concise synopsis (typewritten, double-spaced) for your proposed project, within the following parameters. This will be due Wednesday, May 31st.

Guidelines

1. Instructional Objective

State at least one specific instructional objective for which your project is designed.

While statement of your objective(s) may be the most difficult component of your project to complete, it is vital to the effectiveness of your project's total design. Media can be selected and used most effectively when they are chosen on the basis of their potential for achieving specific instructional objectives. The integrity of your total instructional design will be related to how clearly you define your instructional objective(s).

2. Rationale for Choice of Particular Media

In no more than three sentences give your rationale for selecting the particular media form in the design of your project and how this choice of the particular media form relates to achievement of specific instructional objective(s).

3. Grade Level for Which The Project is Designed

Give the grade level for which the project is designed.

4. The Context of the Project in the Curriculum

In no more than three sentences give the context in which the project will be used in the curriculum. What precedes it? What follows it?

5. Procedures for Assessment of the Project

How do you plan to assess the effectiveness of your media project in achieving your instructional objectives? Briefly describe any evaluation procedures that you will follow.

CRITERIA FOR EVALUATION OF EDUCATIONAL MEDIA PROJECT

1. Effective use of intrinsic qualities of particular media.  
Suitability of media to subject, content and grade level.
2. Ability to achieve instructional objectives.
3. Technical quality.
4. Originality and imagination.