

Business/Marketing Education (BMED)

BMED 4200

Methods of Teaching Business/Marketing/ Digital Technology

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* Prerequisite(s): (IM 2600 or IM 3700 or Instructor Approval), EDSC 3000, and University Advanced Standing

Provides foundation knowledge of business education. Includes methods of teaching business, marketing, digital media, emerging technologies, and keyboarding. Includes philosophical foundations of business education, curriculum trends impacting business and technology classrooms, classroom management, curriculum planning, and assessment. Includes curriculum standards, competency-based instruction, career and technical education, and professionalism. Requires field observation. May be delivered hybrid. Lab access fee of \$45 applies.

BMED 4250

Methods of Teaching Business and Marketing

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* Prerequisite(s): EDSC 3000, LEGL 3000, MKTG 220G, ECON 2020, MKTG 3600, or instructor approval, and University Advanced Standing

Provides an opportunity for prospective teachers to become facilitators of learning specifically by planning, developing, delivering, and evaluating basic business and marketing curriculum. Provides the background and foundation of business/marketing teacher education for students seeking a secondary education degree. Includes textbook selection, student organizations, professional associations, and advisory committees. Addresses issues and trends in business and marketing education. Lab access fee of \$45 for transportation applies.

BMED 4300

Methods of Teaching Computer Science

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* Prerequisite(s): (INFO 1200 and INFO 2200) or (CS 1400 and CS 1410), and University Advanced Standing

Methodology course designed for secondary education students and current educators to gain the pedagogical knowledge and learn best practices necessary for teaching secondary computer science (CS) concepts. Combines pedagogical principles with computer science knowledge to create an effective learning environment. Includes reading, discussing, reflection, evaluation, micro-teaching, and field observations. Addresses the standards set by the International Society for Technology in Education (ISTE) for students and for teachers, and utilizes in the design, implementation, and assessment of learning materials. Lab access fee of \$45 applies.