



Curriculum and E-Learning Plan

Thesis

A. Compulsory subjects: (18) credit hours as follows:

Course Number	Course Name	Credit Hours	Theoretical	Practical	Previous Requirement
0501701	Research Methods in Educational Sciences	3	3	-	-
0502702	Virtual Learning Environments	3	3	-	-
0502703	Educational Software Design	3	3	-	-
0502704	Educational Innovations in E-Learning	3	3	-	-
0502705	Contemporary Issues in Curriculum	3	3	-	-
0502710	Curriculum Planning and Design	3	3	-	-

B. Elective Courses: (6) credit hours as follows:

Course Number	Course Name	Credit Hours	Theoretical	Practical	Previous Requirement
The student chooses two (6 credit hours) courses approved from the following					
0501710	Readings in Contemporary Educational Thought	3	3	-	-
0501711	Contemporary Educational Supervision	3	3	-	-
0501712	Statistics in Educational Research	3	3	-	-
0501713	Educational Readings in English	3	3	-	-
0502706	Innovation and Change Management in E-Learning	3	3	-	-
0502707	Artificial Intelligence in Education	3	3	-	-

0502708	Teaching Technology in Curriculum	3	3	-	-
0502709	Total Quality in Education	3	3	-	-

University Thesis (9) Credit Hours.

Course Number	Course Name	Credit Hours	Theoretical	Practical	Previous Requirement
0502700	Thesis in progress	3	3	-	-
0502799	Thesis	3	3	-	-

Course Descriptions

Compulsory courses: (18) credit hours as follows

Research Methods in Educational Sciences (3 credit hours)

The course aims to provide students with the theoretical and practical foundations necessary for conducting scientific research systematically and methodically. The course covers a range of topics including types of scientific research, research design, data collection tools and methods, data analysis and interpretation, and writing research reports. The course focuses on developing students' critical and analytical thinking skills and enhancing their ability to apply scientific methodologies to solve educational problems and advance knowledge.

Virtual Learning Environments (3 credit hours)

The course "Virtual Learning Environments" aims to provide students with a comprehensive understanding of the concepts, tools, and technologies used in the design, implementation, and management of virtual learning environments. The course focuses on effective teaching and learning strategies in digital settings, including the use of e-learning systems, virtual and augmented reality technologies, and online learning platforms. Additionally, the course addresses how to create interactive and personalized learning experiences that meet the diverse needs of learners and enhance their engagement and academic success.

Educational Software Design (3 credit hours)

The "Educational Software Design" course aims to equip students with the knowledge and skills necessary to design and develop effective educational software that meets the needs of learners in various educational environments. The course covers the foundations of educational software design, tools and techniques for software development, quality standards in educational software, and case studies on the use of educational software in teaching. Additionally, the course focuses on evaluating educational software and

methods for enhancing it to provide an interactive and comprehensive learning experience.

Educational Innovations in E-Learning (3 credit hours)

This course encompasses a description of educational innovations and the factors that have led to their emergence, such as scientific and technological advancements, population explosion, and increased demand for education, rapid socio-economic change, and advancements in communication, transportation, and media. It also covers the concept of lifelong learning, self-education, and democratization of education, functional knowledge, performance-based preparation, and economics of education, educational planning, and fundamental education. Additionally, it includes contemporary trends in teaching methods: programmed instruction, open education, educational television, educational technology, microteaching, cooperative learning, and distance learning. It addresses contemporary trends in teacher preparation and professional development as well.

Contemporary Issues in Curriculum (3 Credit Hours)

This course aims to equip students with the necessary skills to analyze and study contemporary issues in curricula and to examine the problems and challenges that limit the effectiveness and productivity of educational institutions. It includes presenting alternatives, solutions, and suggestions to address these issues. The course also requires students to present a seminar on a selected topic.

Curriculum Planning and Design (3 Credit Hours)

This course involves the study of the concept of curriculum planning, the foundations of curriculum construction and design, and the components of educational curricula. It covers strategies for educational curriculum planning, factors influencing the construction, selection, and organization of curricula, as well as the study of global and local curriculum planning models. Additionally, the course includes curriculum evaluation and the roles of teachers and supervisors in curriculum planning and educational development.

ELECTIVE COURSES:

Readings in Contemporary Educational Thought (3 credit hours)

This course includes races of contemporary educational thought on the different topics addressed by, the contemporary educational theories, assumptions, elements and concepts, educational trends of contemporary, educational and renovations, the dimensions of international education,

education for sustainable development, education and cultural diversity, and education for human understanding.

Contemporary Educational Supervision (3 credit hours)

This course includes the concept of educational supervision and its various definitions, the historical development of the educational supervision process, the objectives of educational supervision, its foundations, importance, the factors influencing it, the tasks of the educational supervisor, the areas of educational supervision, and the roles of the educational supervisor, Democratic, clinical, preventive, scientific, structural, objective, corrective, creative, evolutionary, descriptive, and diverse). (Classroom visits, explanatory lessons, mini-education, meetings, seminars, research and self-evaluation), and problems of educational supervision and its future.

Statistics in Educational Research (3 credit hours)

This course covers the various statistical methods used in quantitative research, and how to use them in research in the educational, psychological and social fields, and includes explaining the types of variables and their levels, normal distribution and its verification, tests of different types, analysis of variance ANOVA, and non-parametric statistical methods corresponding to the previous parametric tests.

Educational Readings in English (3 Credit Hours)

The "Educational Readings in English" course aims to enhance critical reading skills and deepen understanding of advanced educational texts written in English. The course focuses on exploring and discussing a variety of recent research, articles, and studies in the field of education and educational leadership. Topics covered in the course include leadership theories, educational management strategies, innovation in education, and curriculum development.

Innovation and Change Management in E-Learning (3 Credit Hours)

This course aims to provide a clear understanding of important topics in the field of contemporary innovation and creativity, as well as key points in managing change within traditional and electronic education systems. It introduces students to how to qualify and develop individuals for innovation and creativity, and to foster creative thinking through training in creative problem solving and brainstorming. The course also explains the impact of innovations on learner behavior and the challenges that may arise in implementing innovation and creativity.

Artificial Intelligence in Education (3 Credit Hours)

This course explores the intersection of artificial intelligence (AI) and education within the context of curriculum and electronic learning programs. Students will delve into the theoretical foundations of AI and its practical applications in educational settings. Topics covered include machine learning algorithms, natural language processing, intelligent tutoring systems, personalized learning platforms, and educational data mining. Through case studies and hands-on projects, students will examine how AI technologies can enhance teaching, learning, and educational outcomes. The course also addresses ethical considerations, privacy concerns, and societal implications of AI in education. By the end of the course, students will gain a comprehensive understanding of AI's potential to revolutionize teaching and learning processes in the digital age.

Teaching Technology in Curriculum (3 Credit Hours)

This course explores a range of modern and innovative teaching techniques and educational technologies that can be incorporated into curriculum design and development. The course covers the use of technology in education, active teaching methodologies, participatory learning strategies, and assessment techniques. The aim of the course is to equip students with the necessary skills to analyze, select, and effectively use educational technologies in various learning and teaching contexts.

Total Quality in Education (3 credit hours)

This course includes information, concepts and skills related to total quality concept in its nature, original, basis, philosophy proposed by theorists, strategies and foundations and tools their own relationship ISO total quality, parts of quality control and quality indicators in university education and its applications, the system of accreditation and quality control, and models of the overall quality of the local, regional level and global.