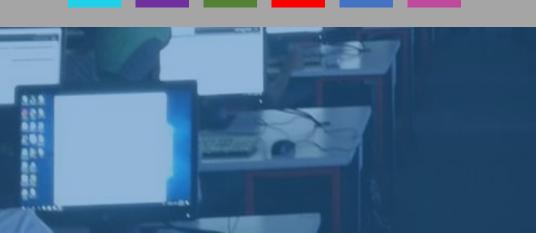


DURBAN UNIVERSITY OF TECHNOLOGY INYUVESI YASETHEKWINI YEZOBUCHWEPHESHE

Technology for Learning (TFL)

E-Learning Unit
Centre for Excellence in Learning and Teaching

















Technology for Learning Guide

Enabling our students to learn, communicate, be collaborate, and do more with technology

How to book a session with us?





Department booking:

This booking must be done by the lecturer for his/her students. A lecturer must specify what he/she wishes to be covered for her students and how is aiming to use those features to teach/engage with the students. We recommend that the training session becomes two hour long (one hour is not long enough) and students must be briefed prior to the training on what to expect and what the training is for in relation to their modules.

Requirements:

- 1. Lecturer must use the link below to book the training session/s for the students.
- 2. Lecturer must secure the departmental or faculty computer lab and copy the TFL coordinator.
- 3. If students have laptops, CELT has the lab, provided that they bring their own laptops.
- 4. Lecturer is required to be present during the training this will allow both CELT staff to provide the 'HOW TO' expertise while the lecturer focuses on the module specific content.
- 5. It is recommended that the lecturer should have undergone Moodle training with Educational Technologist.
- 6. The computer lab must have working computers with internet connection and at least one internet browser (Google Chrome, Firefox, Internet Explorer, Safari, Opera).
- 7. We recommend that lecturers use interactive tools to keep students engaged and promote collaborative online learning.
- 8. Please bring the register of the students

Book us through:

https://forms.gle/2oW5XG3i7e5q8RpL8

For queries, email: simonn1@dut.ac.za

How to book a session with us?





Student booking (One-on-One session with a tutor):

This session is specifically created for students that are struggling to use any technology offered by the university. We do not deal with technical issues but strictly familiarizing students with how the system works and how the system will assist them to do better in their studies. If you have technical issues please email: tlzsupport@dut.ac.za | What are those technical queries: Cannot login, Cannot see your modules, Forgotten your logging in credentials (details) and other related issues. Technology for Learning (TFL) does not deal with technical issues.

Requirements:

- Must be a registered DUT student and bring your student card
- 2. The one-on-one session takes an hour, the student must be willing to spend an hour with the tutor
- 3. Must specify clearly what type of training/support is needed. Student is encouraged to check if other students have been trained or no. If not, we recommend that the student talk to the lecturer to book the class training instead of individual.
- 4. One-on-One is for students who have undergone the training but did not fully understand everything, if the entire class is not trained we recommend class training
- 5. We can support assignment submission, plagiarism check through TurnItIn, Online collaborations and more. Come with your assignment ready to be submitted, at least 95% for plagiarism check.

Book us through:

https://forms.gle/2oW5XG3i7e5q8RpL8

For queries, email: simonn1@dut.ac.za







Moodle (LMS)

What is Moodle?

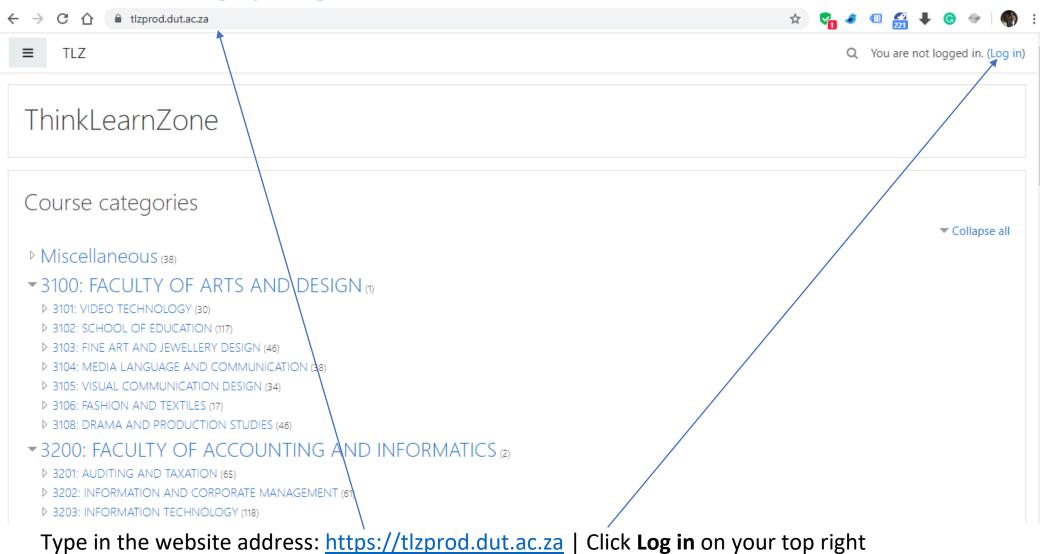
Moodle is an open source Learning Management System (LMS) that universities, community colleges, K–12 schools, businesses, and even individual instructors use to add web technology to their courses. The name Moodle has two meanings. First, it's an acronym (what isn't these days?) for Modular Object-Oriented Dynamic Learning Environment. Moodle is also a verb that describes the process of lazily meandering through something, doing things as it occurs to you to do them, an enjoyable tinkering that often leads to insight and creativity. Moodle was created by Martin Dougiamas, a computer scientist and educator who spent time supporting a LMS at a university in Perth, Australia.



Why do we use Moodle?

Moodle enables students to work together to create new material. For example, you can create glossaries that are site-wide, and glossaries that are specific to a single course. Students can add to the glossaries. You can also allow students to contribute to and edit a wiki in class. Access Resources, Activities, Assignments, Lessons, Feedback, and Choices. Evaluated With Quizzes, Getting Social With Chats and Forums. Running a Workshop, Groups and Cohorts.

Landing page: ThinkLearnZone



Let's explore Moodle



tlzprod.dut.ac.za



Step 1

Go to the internet browser of your choice: Google Chrome, Firefox, Internet Explorer, Microsoft Edge, Opera or Safari.

Step

Type in the website address: www.tlzprod.dut.ac.za on the address bar

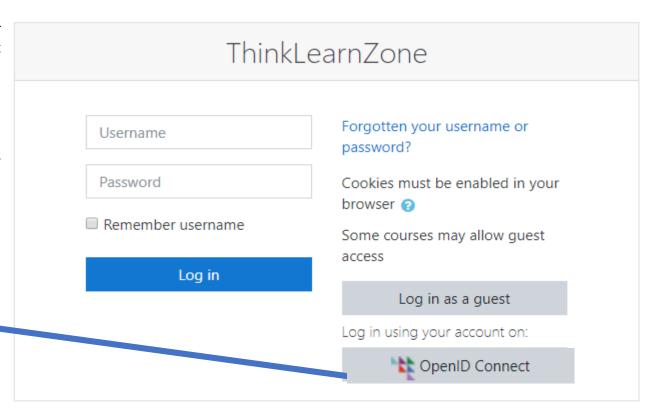
Step 3

You will land on the screen shown on your right hand side. You will then click the button: "OpenID Connect"

Now, lets quickly run to the next page







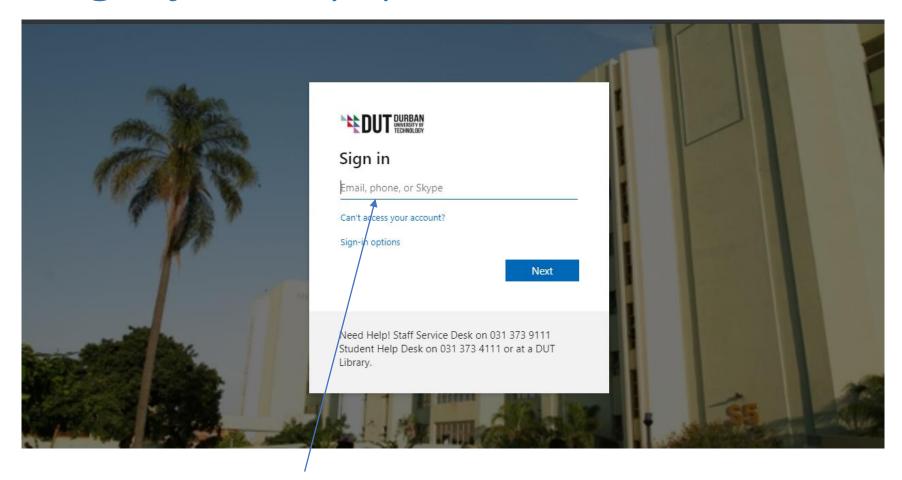
You are not logged in.

Home

<u>Data retention summary</u>

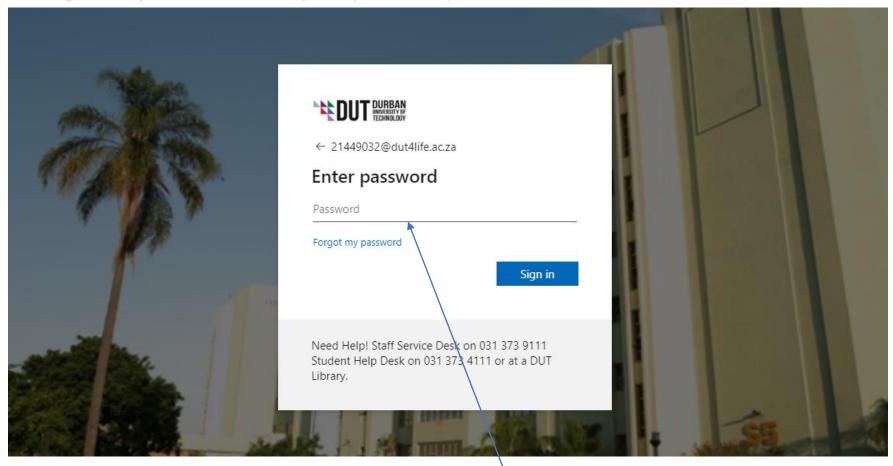
Get the mobile app

Login journey: put username



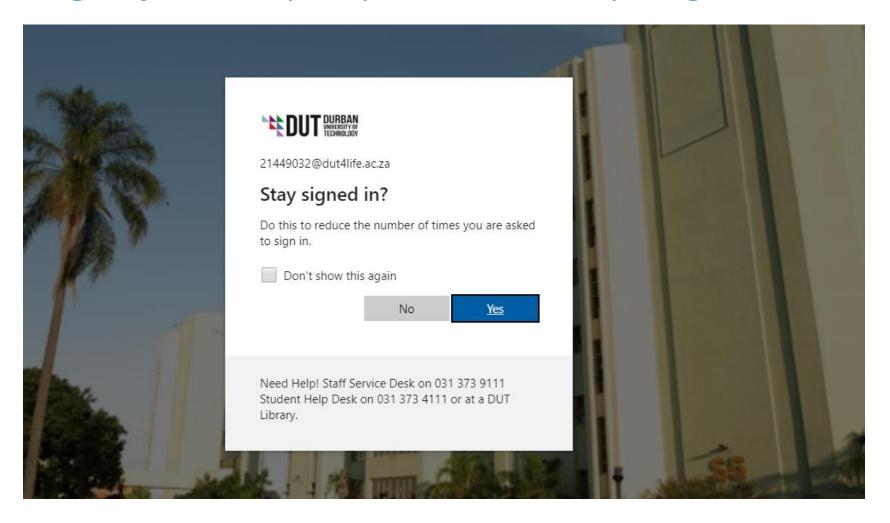
Username: 21000000@dut4life.ac.za

Login journey: put password



Password: Dut(first six digits of your ID No.) e.g. Dut401005 (returning students)
Please note, if you are a current NEW student at DUT (2020), you password: e.g. \$\$Dut401005

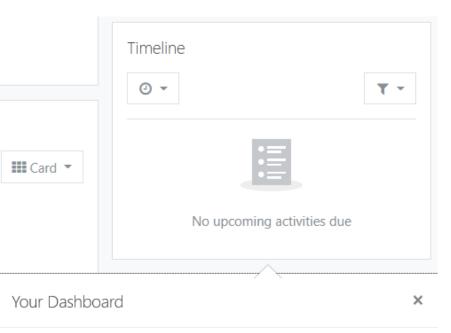
Login journey: options - keep signed in or no



If it is your personal device you may click YES, however, if you are using public device (computer/tablet) click NO, for security purposes.

Quick Tour

Your Timeline below:

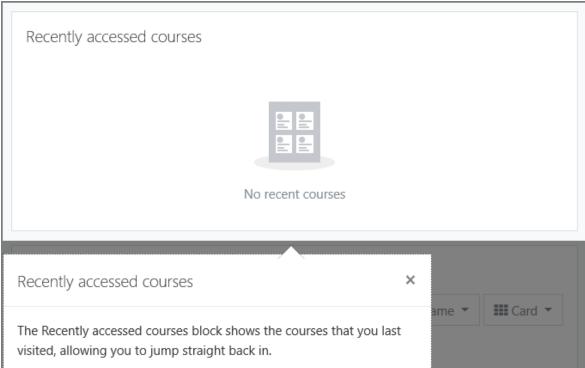


The Timeline block shows your important upcoming events.

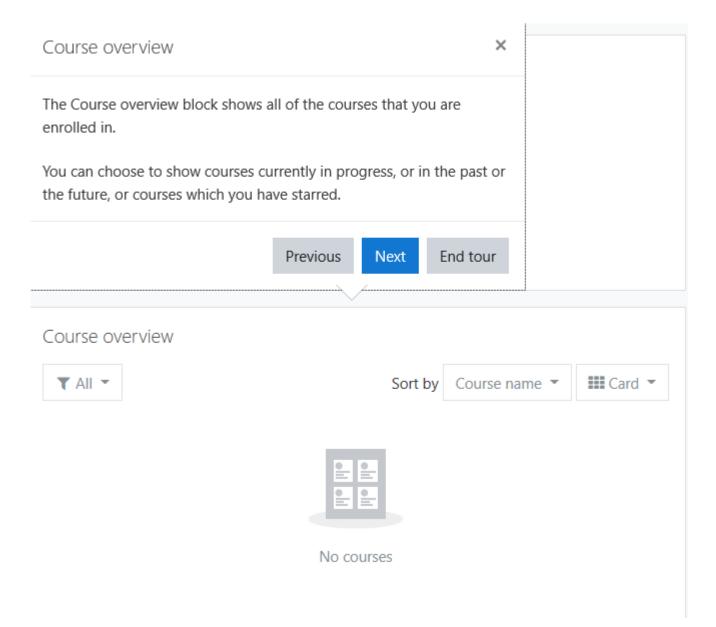
You can choose to show activities in the next week, month, or further into the future.

You can also show items which are overdue.

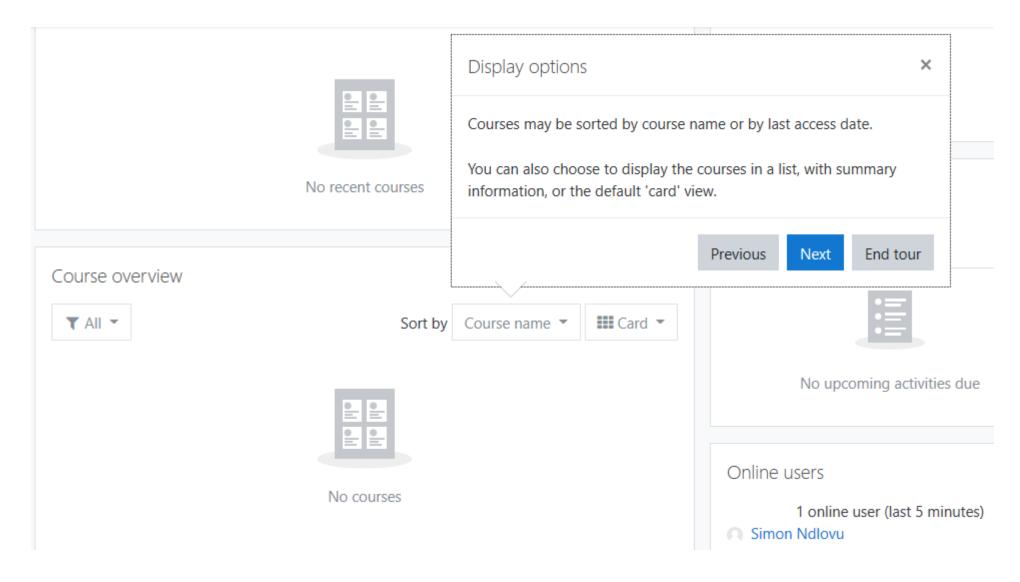
Courses you have just recently accessed:



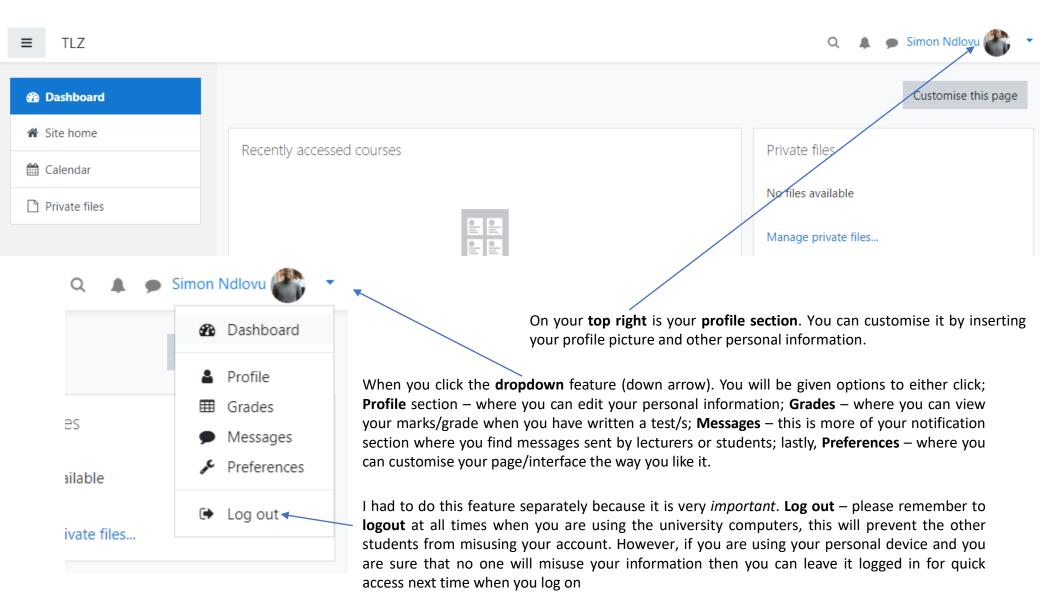
Quick Tour continues...



Quick Tour continues...



Quick Tour continues...



Download Moodle Mobile App

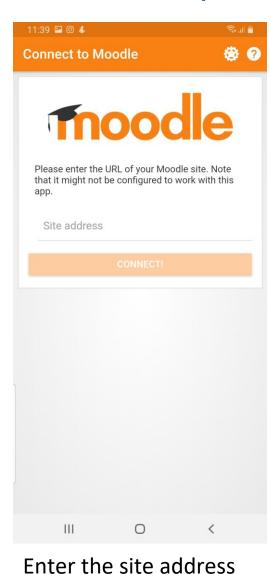


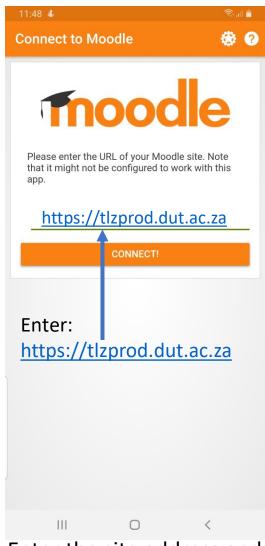
Download **mobile App** from Google Play if you are an Android user or iStore, if you are an Apple phone user

Version: 3.8.0

Download Moodle Steps:

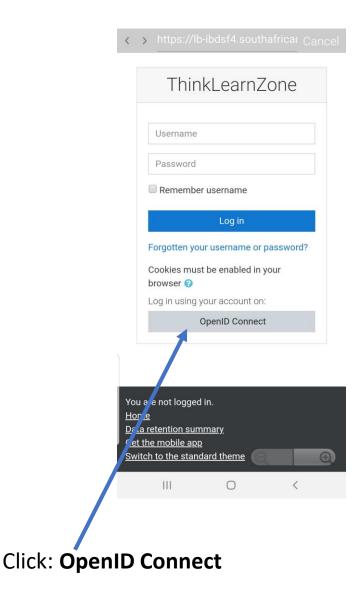






Enter the site address and click connect

Download Moodle Steps:



11:53 🖼 🕹 **ThinkLearnZone** Dashboard Site home Recently accessed courses TECHNOLOGY FOR LEARNING Course overview In progress **TECHNOLOGY FOR LEARNING** Private files 111 0

You will land on the Dashboard section

You will see your modules under Recently accessed courses and Course overview

Congratulations!!! You are now part of the TLZ generation at DUT



Why we have decided to include computer essentials in the TFL?

Technology for Learning has 5 years at Durban University of Technology and throughout all those years the programme have learned that students come with different level of computer competencies; some students are familiar with computer concepts, some are not quite confident and some are fast learners and some are slow learners. Putting together this section is to help students to quickly adapt to the university systems by grasping the key technology concepts and join the techno savvy generation.

TFL is committed to mentor, train and support students to know both online and offline technologies that will make their learning experience at DUT pleasant. Every student must be competent and comfortable enough to use any technology component presented to them within the university premises or/and industry.

Students will learn more about:

- Computers
- Computer components
- Different type of viruses
- External computer accessories
- Software and hardware
- Network and internet
- Value of making backup for your information
- And more, we are happy to also add student as they are requested by the departments/students, we will also try to keep up with the new technologies as they come.

What is a Computer?

An electronic device that stores, retrieves, and processes data, and can be programmed with instructions. A computer is composed of hardware and software, and can exist in a variety of sizes and configurations.



Hardware

The term hardware refers to the physical components of your computer such as the system unit, mouse, keyboard, monitor etc.

Software

The software is the instructions that makes the computer work. Software is held either on your computers hard disk, CD-ROM, DVD or on a diskette (floppy disk) and is loaded (i.e. copied) from the disk into the computers RAM (Random Access Memory), as and when required.

Type of computers:

Mini and Mainframe Computers

Very powerful, used by large organisations such an banks to control the entire business operation. Very expensive!

Personal Computers

Cheap and easy to use. Often used as standalone computers or in a network. May be connected to large mainframe computers within big companies.

Hardware Components OUTPUT DEVICES

VDU: The computer screen is used for outputting information in an understandable format

Printers: There are many different types of printers. In large organizations laser printers are most

commonly used due to the fact that they can print very fast and give a very high quality output.

Plotters: A plotter is an output device similar to a printer, but normally allows you to print larger images.

Speakers: Enhances the value of educational and presentation products.

Speech synthesisers: Gives you the ability to not only to display text on a monitor but also to read the text to you

Light Pens: Used to allow users to point to areas on a screen

Joysticks: Many games require a joystick for the proper playing of the game

Storage Devices -- "How it saves data and programs"

Hard disk drives are an internal, higher capacity drive which also stores the operating system which runs when you power on the computer.



Hardware Components

Input Devices -- "How to tell it what to do"

A keyboard and mouse are the standard way to interact with the computer. Other devices include joysticks and game pads used primarily for games.

Output Devices -- "How it shows you what it is doing"

The monitor (the screen) is how the computer sends information back to you. A A printer is also an output device.

INPUT DEVICES

The Mouse: Used to 'drive' Microsoft Windows

The Keyboard: The keyboard is still the commonest way of entering information into a computer

Tracker Balls: an alternative to the traditional mouse and often used by graphic designers

Scanners: A scanner allows you to scan printed material and convert it into a file format that may be used within the PC

Touch Pads: A device that lays on the desktop and responds to pressure

Light Pens: Used to allow users to point to areas on a screen

Joysticks: Many games require a joystick for the proper playing of the game



Hardware Components

Hard Disks

Speed: Very fast! The speed of a hard disk is often quoted as "average access time" speed, measured in milliseconds. The smaller this number the faster the disk.

Capacity: Enormous! Often 40/80 Gigabytes. A Gigabyte is equivalent to 1024 Megabytes.

Cost: Hard disks costs are falling rapidly and normally represent the cheapest way of storing data.



RAM - Random Access Memory:

The main 'working' memory used by the computer. When the operating system loads from disk when you first switch on the computer, it is copied into RAM. As a rough rule, a Microsoft Windows based computer will operate faster if you install more RAM. Data and programs stored in RAM are volatile (i.e. the information is lost when you switch off the computer).

How Computer Memory Is Measured

Bit - All computers work on a binary numbering system, i.e. they process data in one's or zero's. This 1 or 0 level of storage is called a bit. Byte - A byte consists of eight bits.

Kilobyte - A kilobyte (KB) consists of 1024 bytes.

Megabyte - A megabyte (MB) consists of 1024 kilobytes.

Gigabyte - A gigabyte (GB) consists of 1024 megabytes.





We will use Facebook and Instagram to communicate and teach students

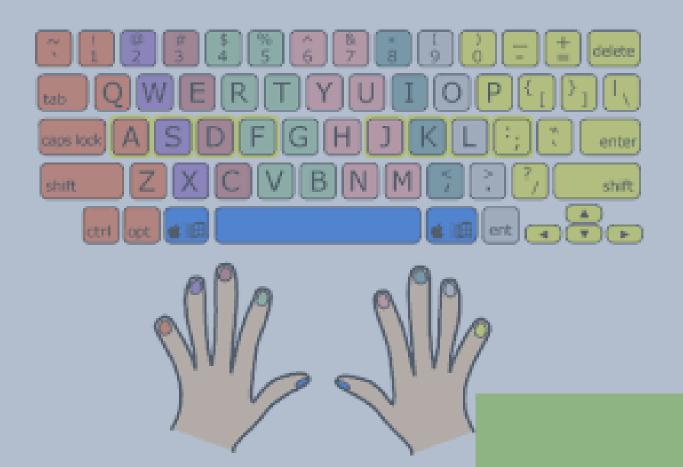
We will use Facebook and Twitter to communicate and teach students



- Exam practice
- Book reviews
- Get support
- Ask for information
- Attend remote training
- Public polling
- Projects & Assignments
- Teaching 21st century skills
- Ask students to create content
- Brainstorm
- Facebook book club
- Reading summaries

- 1. Send classroom notifications
- 2. Showcase students and student work
- 3. Review content from class
- 4. Share reading recommendations
- 5. Track student progress over time
- 6. Encourage and engage your students
- 7. Have a contest
- 3. Document the year
- 9. Role Play
- 10. Have students share relevant material







Typing Skills

TYPING SPEED CHART

10 WPM

Equivalent to one word every 6 seconds. Learn the proper typing technique and practice to improve your speed

20 WPM

Equivalent to one word every 3 seconds Focus on your technique and keep practicing.

30 WPM

Better, but still below average. Keep practicing to improve your speed and accuracy.

40 WPM

At 41 wpm, you are now an average typist. You still have significant room for improvement.

50 WPM

Congratulations! You're above average. 60 WPM

This is the speed required for most jobs. You can now be a professional typist.

70 WPM

You are way above average and would qualify for any typing job, assuming your accuracy is high enough.

80 WPM

You're a catch! Any employer looking for a typist would love to have you.

90 WPM

At this speed, you're probably a gamer, coder, or genius. You're doing great!

100 OR MORE

You are in the top 1% of typists! Congratulations!

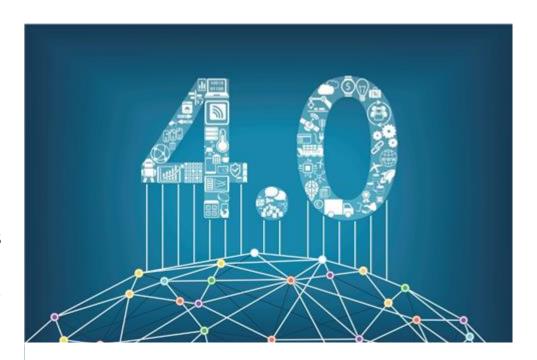


Activities

Brainstorming on the future opportunities, prepare students on the future interventions:

Activities:

- 1. Invite speakers to talk to our students about 4th Industrial Revolution
- 2. Come with innovative ideas to contribute to the 4IR
- 3. Teach these skills:
 - Complex problem solving
 - Critical thinking
 - Creativity
 - People management
 - Coordinating with others
 - Emotional intelligence
 - Judgement and decision making
 - Service orientation
 - Negotiation
 - Cognitive Flexibility



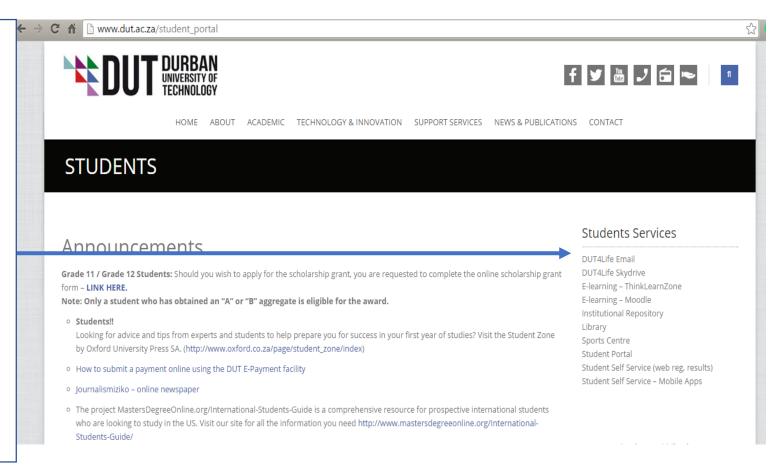


Access DUT4life Account – 365 Office Suite

 Go to your browser and on your address bar type:

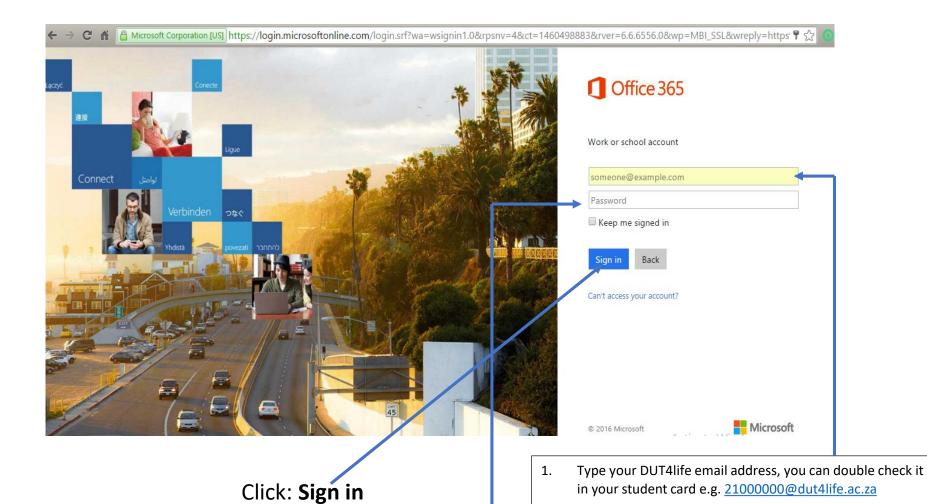
www.dut.ac.za

- Scroll down and select the Green tab/link/tile written
 Student
- On your right hand side you will find Student Services
- Click DUT4life Email



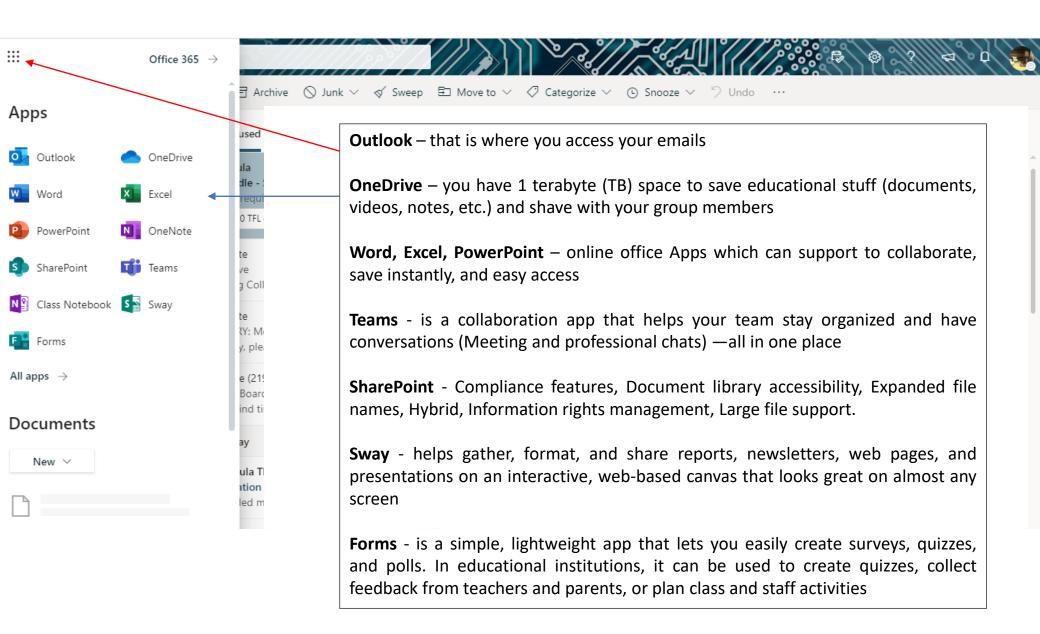
DUT4life Account is a 365 Office suite which has outlook email (DUT4life email), Online Word, Excel, PowerPoint, Teams, OneDrive and other office Apps. The advantage of using 365 Office suite is that the work is saved online for easy access and promote work collaboration.

How to login on DUT4life Account – 365 Office Suite?



2. Your default password is **Dut** followed by the first **6 digits of your ID** e.g. **Dut980204**

DUT4life Account – 365 Office Suite - preview



Contact details



Msizi Simon Ndlovu
Technology for Learning (TFL) Coordinator

E-mail: simonn1@dut.ac.za

Tel: (031) 373 6755 or 3120

Cell/WhatsApp: 0829368649

Facebook: DUT Technology for Learning

Instagram: DUTTFL

"It is not about how much you know, however, it is about how much you give what you know"