



Master of Education

Curriculum Design

The University of San Diego's online Master of Education (M.Ed) program is designed for practicing K-12 teachers with a minimum of two years of teaching experience in a wide variety of classroom settings, including public district, charter, private, independent and non-traditional schools. This 100% online program provides asynchronous coursework, so projects can be completed on your own schedule while still meeting deadlines. Please note, this program does not confer graduates with a teaching credential nor an admin credential for those pursuing the School Leadership specialization.

This 30-unit program can be completed in five terms where students complete six units per term, focusing on one course at a time. Applications are accepted all year round. Students may start the program in either the Fall, Spring or Summer. Program courses will prepare students with the knowledge and skills they need to enhance their teaching with an emphasis on 21st century skills, equity and social justice, classroom inquiry and a professional response to the Common Core Standards.

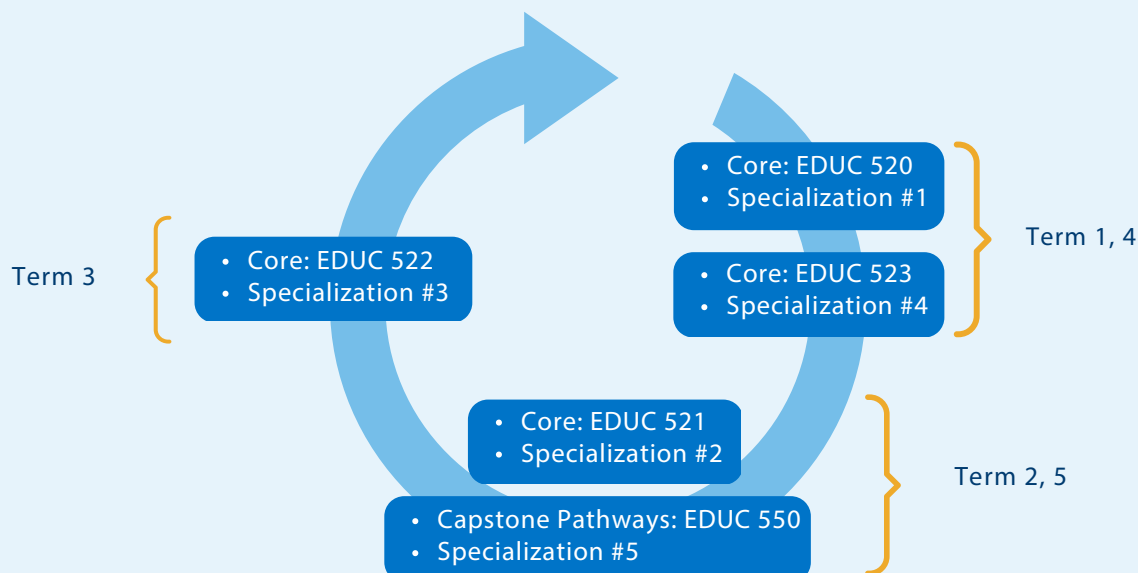
CONTACT US

Learn more at
[MEDOnline.SanDiego.edu](https://medonline.sandiego.edu)

Call
(619) 260-4580 or
(888) 832-0239

Email
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Foundational, Specialization and Capstone Courses



SPECIALIZATIONS

Along with five foundational courses, each Master of Education student will take five courses from their chosen specialization (15 units). For detailed descriptions of specialization courses, please reference the separate brochure for each respective specialization or review them on our website at medonline.sandiego.edu.

CURRICULUM AND INSTRUCTION

INCLUSIVE LEARNING: SPECIAL EDUCATION AND UNIVERSAL DESIGN (UDL)

SCHOOL LEADERSHIP

STEAM (SCIENCE, TECHNOLOGY, ENGINEERING, ARTS AND MATHEMATICS)

TECHNOLOGY & INNOVATION

CORE COURSES

The foundation of the Master of Education online program consists of five core courses including a capstone action research project. The five core sources (15 units) are:

EDUC 520 - Social Justice and Educational Equity

Analysis of the American educational system with a particular focus on issues of diversity, inequity, conflict and social justice within a school context. Historical case studies, contemporary policies and practices and international comparisons compel consideration of the social construction of education.

EDUC 521 - Cognition and Learning

Explore key cognitive studies on human cognition and learning. You will critically discuss research and contemporary debates on cognitive processes, learning, memory, reasoning, problem-solving, developmental mechanism, cognitive styles, motivation and the socio-cultural foundations of learning with an emphasis on the implications for educators and educational researchers.

EDUC 522 - Education Research Methodology

Introduction to the major educational research methods and paradigms with an emphasis on reflective, practitioner-directed inquiry. The course encompasses quantitative methods, qualitative methods, mixed methods and action research frameworks. Particular emphasis is placed on action research as a reflective and collaborate inquiry for improving educational practices.

EDUC 523 - Qualitative Methods in Education Research

Applied exploration of qualitative research methodologies such as ethnography, grounded theory, case-study and cross-case comparisons, surveys, observations, document analyses, focus groups and interviews. Opportunity to learn and apply a variety of techniques to analyze data and interpret findings.

EDUC 550 - Capstone Seminar

The capstone seminar is the final course in the online M.Ed. program sequence. This course supports candidates as they engage in an action research project appropriate to their area of specialization and responsive to the needs of their classroom. The action research project is a requirement to earn a degree in this program.



SPECIALIZATION: STEAM (Science, Technology, Engineering, Arts and Mathematics)

The STEAM masters specialization takes STEM (Science, Technology, Engineering and Mathematics) to the next level by adding Arts (liberal, social, manual, physical and fine arts) to the framework for integrated instruction. STEAM empowers teachers to employ a project-based learning approach that crosses all of these disciplines in solving everyday problems. This approach aligns with Common Core Standards and has been shown to engage students, allowing them to use both left and right brained thinking in the same exercise.

CORE COURSES

- **EDUC 520 - Social Justice and Educational Equity**
- **EDUC 521 - Cognition and Learning**
- **EDUC 522 - Education Research and Methodology**
- **EDUC 523 - Qualitative Methods in Educational Research**
- **EDUC 550 - Capstone Seminar**

SPECIALIZATION COURSES:

EDUC 507 - Creativity and Innovation in STEAM

Examination of points of convergence and divergence in the creative processes of artists, scientists, mathematicians and engineers. Students will develop a strong foundation of theoretical and applied STEAM knowledge, practical guidance in the development of their own unique STEAM toolkits, and opportunities to experience and experiment with STEAM learning in their classrooms.

EDUC 508 - Artistic Modeling and Representation in Science and Math Education

An exploration of educational strategies and classroom approaches that leverage the multi-dimensional connections between artistic, scientific and mathematical knowledge, modeling and representation to strengthen K-12 students' content understanding, critical thinking skills and capacity for innovation. The course will prioritize connections to the crosscutting concepts described in the next generation of science and math standards.

EDUC 509 - Engineering Design Process in Math and Science Education

Investigation of the intersection between conceptual understanding and real-world application with a focus on the engineering design process. Drawing on NASA's Beginning Engineering, Science and Technology (BEST) program, students will explore strategies for engaging K-12 students in structured inquiry learning to enhance disciplinary understanding and ensure knowledge transfer.

EDUC 518 - Changemaking with Technology

Changemaking involves taking creative action to solve a social problem. This course provides students with meaningful learning experiences using technology to promote social change. Students will be challenged to think about how technology impacts our daily lives, the way we learn and how we utilize it in our day to day lives. Students will also gain understanding of how technology can be leveraged to personalize learning for all types of learners including adults.

EDUC 528 - STEAM and Special Student Populations

Investigation of classroom practices that contribute to historical and contemporary inequities in learning outcomes in STEAM subjects for students based on gender, race, language and need. Exploration of how STEAM methodologies provide opportunities to increase equity and improve outcomes for all students.