Education Studies (BEd)

This program is offered by the School of Education/Department of Teacher Education and is available online via asynchronous modality, at the St. Louis main campus, and at select International Campuses. Please see the Locations Offering Undergraduate Programs section of this catalog for a list of campuses where this program is offered.

Program Description

The bachelor of education studies degree focuses on instruction across a broad range of learning contexts. The influence of philosophy, sociology, and psychology are examined to understand their impact on instructional design, learning theory, culture, and inclusivity on the learner. This degree highlights the importance of global engagement, science, and technology as well as the local community in the design as well as the implementation of curriculum, learning, and instructional interventions. The degree is designed for the student who is interested in learning and instruction in diverse learning environments. The bachelor of education studies does not lead to initial teacher certification in the state of Missouri.

Learning Outcomes

Upon completion of the program, students will be able to:

- Demonstrate knowledge of major philosophical and sociological perspectives concerning schooling and education.
- Understand and apply principles of developmental psychology to support learners in formal and informal educational settings...
- Demonstrate familiarity with the role of culture and diversity in designing and implementing learning solutions in global and local education.
- Understand and apply communication skills, message design application and information and communications technology tools in order to sustain relationships and effective stakeholder communication.
- Apply professional learning and collaboration to achieve personal and professional development in the areas of instruction, curriculum design, and learning facilitation.
- Design authentic, learner-driven activities and environments that recognize and accommodate learner variability.
- Collaborate with stakeholders to improve practice, discover and share resources and ideas, and solve instructional problems.

Degree Requirements

For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

- 27 required credit hours
- Required emphasis curriculum
- Applicable University Global Citizenship Program hours
- Electives

Required Courses

- EDUC 2110 Communication in Education (3 hours)
- EDUC 2900 Education of Students with Exceptionalities (3 hours)
- EDUC 3100 Learning, Teaching, and Assessment (3 hours)
- EDUC 3125 Technology in the Classroom (3 hours)
- EDUC 3375 Behavior Management (3 hours)
- EDUC 3650 Instructional Design (3 hours)
- EDUC 4620 Educational Internship (3 hours)

- EDUC 4650 Educational Research Senior Overview (3 hours)
- PSYC 1100 Introduction to Psychology (3 hours)

Emphasis in Global Education

The emphasis in global education provides students with the awareness and skills to work in diverse learning environments as well as informal non-school environments like museums and learning centers. The program prioritizes global engagement, instructional design and participatory learning.

Emphasis-Specific Learning Outcomes

The student will:

- Understand the role of Global Citizenship Education in crafting solutions for social and educational problems.
- Demonstrate knowledge, skills and habits of mind of an adult educator, instructional designer and learning facilitator
- Demonstrate an ability to plan design and implement instruction for a variety of learners.
- Recognize and discuss key themes of global education and informal education.
- Apply instructional and learning design skills to support adult learners in professional development and lifelong learning.
- Apply career learning and leadership approaches to personal learning.
- Understand and use research to evaluate educational practices.
- 8. Explore options for applying their educational knowledge