

Top 5 Things Every Course Should Have



Center for Innovation in Teaching and Learning

Meet the Team



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Whitson-Hester School of
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College of Fine Arts



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Interdisciplinary Studies
Agriculture & Human
Ecology



Lacy Means
College of
Arts & Sciences



Carrie Roberson

College of
Engineering

Session Resources

- Session will be recorded.
- Slide deck will be shared.
- We will be in the chat to answer any questions.
- Book a <u>consultation</u> with your instructional designer!



You tell us.

What is one item that would be in your Top 5 things every course should have?



Today's Questions

How did we find the 5 things?

What are the 5 things?

How do we include the 5 things?



How did we identify the 5?



Experts

We use the <u>OSCQR -SUNY Course</u> Quality Review Rubric



Students

We conduct anonymous midterm small group discussions and surveys (SGIDs)

The OSCQR Course Quality Review Rubric

The SUNY Online Course Quality Review Rubric OSCQR



To help campuses ensure that their online courses are learner centered and well designed, a team of SUNY staff and campus stakeholders has designed the OSCQR rubric, a customizable and flexible tool for online course quality review.

The OSCQR rubric specifically targets online course design. The OSCQR rubric is unique and differs from other online course quality rubrics in several ways. It is not restricted to mature online courses. The rubric can be used formatively with new online faculty to help guide, inform,

and influence the design of their new online courses, and, it is non-evaluative.

Conceptually, the rubric and the online course review and refresh process are implemented as a professional development exercise designed to guide online faculty to use research-based effective practices and standards to improve the quality, effectiveness, and efficiency of their online course design, rather than as an online course evaluation, or quality assurance procedure.

Printable/Editable Scorecard



OSCQR Course Design Review

600	ed ideas? Click on a standard below for explanations and amples from https://OSCQR.suny.edu	Sufficiently Present	Minor Revision	Moderate Revision	Major Revision	Not Applicable	Action Plan
	SCOR Version Change Log. https://oscor.suny.edu/change-log/ Estimated time needed for revision:		1/2 hour or less	1/2-2 hours	2+ hours		
	RSE OVERVIEW AND INFORMATION curse includes Welcome and Getting Started content.			_			
			_			-	
ma	purse provides an overall orientation or overview, as well as module-level overviews to ake course content, activities, assignments, due dates, interactions, and sessments, predictable and easy to navigate/find.						
	xurse includes a course information area and syllabus that make course expectations are and findable.						
A	printable syllabus is available to learners (PDF, HTML).						
	ourse includes links to relevant campus policies on plagiarism, computer use, filing levances, accommodating disabilities, etc.						
	ourse provides access to online learner success resources (technical help, support services, ientation, academic honesty, futoring).						
Co	curse information states whether the course is fully online, blended, or web-enhanced.						
rec	ourse provides appropriate guidelines for successful participation regarding technical quirements (e.g., browser version, mobile, publisher resources, secure content, p-ups, browser issues, microphone, webcam).						
	curse objectives/outcomes are clearly defined, measurable, and aligned to learning tivities and assessments.						
po	quirements (e.g., browser version, mobile, publisher resources, secure content, p-ups, browser issues, microphone, webcam).						







The CSCOR Rebins, Davibourd a Process are made available by Online learning Consortium, inc. (LIC. - https://onlinehraming.consortium.org/) under the Creative Commons Attitution ALV International License (CCB y 4.0). To view a copy of this Sicense, visit https://oraelivecommons.org/license/by/4.0/. The OSCQR Rabris, Darbboard & Process were originally developed by the State University of New York (SUNY) through the Open SUNF COTE, now SUNY Online Teaching Inttro//online.way.acu/onlineteaching/). Open SUNF, SUNY Online, and its logos are registered trademarks of the State University of New York.

Anonymous Midterm Feedback (SGIDs)

- In-class option
- Online, synchronous option
- Online, asynchronous option





What are the 5 Things Every Course Should Have?

1

Consistent Layout

Consistent look & feel in the course shell 2

Student-Oriented Syllabus

A student-centered, no-surprise syllabus (with grade items & schedule included) 3

UDL-Inspired Content

Universal Design for Learning principles support accessible content for diverse learners 4

Learning-Centered Interactions

Design and implement engaging and meaningful student interactions

5

Aligned Assessments

Design and implement assessments that align with course, module, and lesson learning objectives



Consistent Look & Feel

Consistent look & feel in the course shell

Consistent Look and Feel

C ONLINE LEARNING

OLC QUALITY SCORECARD SUITE

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_	OSCOR Version Change Log: https://oscor.suny.edu/change-log/	0.0000000000000000000000000000000000000	1/2 hour or less	1/2-2 hours	2+ hours	1000	
2. CC	DURSE TECHNOLOGY & TOOLS						
11.	Requisite skills for using technology tools (websites, software, and hardware) are clearly stated and supported with resources.						
12.	Technical skills required for participation in course learning activities scaffold in a timely manner (orientation, practice, and application - where appropriate).						
13.	Frequently used technology tools are easily accessed. Any tools not being utilized are removed from the course menu.						
14.	Course includes links to privacy policies for technology tools.						
15.	Any technology tools meet accessibility standards.						
						•	
. DE	SIGN AND LAYOUT						
16.	A logical, consistent, and uncluttered layout is established. The course is easy to navigate (consistent color scheme and icon layout, related content organized together, self-evident titles).						
17.	Large blocks of information are divided into manageable sections with ample white space around and between the blocks.						
18.	There is enough contrast between text and background for the content to be easily viewed.						
19.	Instructions are provided and well written.						
20.	Course is free of grammatical and spelling errors.						
21.	Text is formatted with titles, headings, and other styles to enhance readability and improve the structure of the document.						
22.	Flashing and blinking text are avoided.						
23.	A sans-serif font with a standard size of at least 12 pt is used.		1				
24.	When possible, information is displayed in a linear format instead of as a table.						
25.	Tables are accompanied by a title and summary description.						
26.	Table header rows and columns are assigned.						
27.	Slideshows use a predefined slide layout and include unique slide titles.						



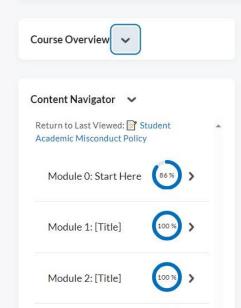
SUNY Online

What is a template?

- A template is a customizable, pre-set format that can help you present content and activities
- For iLearn at TnTech, we have templates for entire courses, for individual pages (files)
 inside courses, and for content within pages (files)







Announcements ~

Example Welcome Announcement •

thrilled to have you join this exciting learning journey. To get started, please navigate to Module 0: Start Here. This module will guide you through important course information, including the syllabus, expectations, and resources. If you have any questions along the way, don't hesitate to reach out. You can do so by adding to the Ask a Question, Answer a Question discussion post, or by sending me an email. Please check the Netiquette Guide for Online Courses for online communication expectations. Let's embark on this adventure together and make the most of our time together in this engaging online learning experience!

Welcome Heather, to CITL 1010-001: Best Practices in Online Course Design! I'm

×

Dr. LastName

Department / College







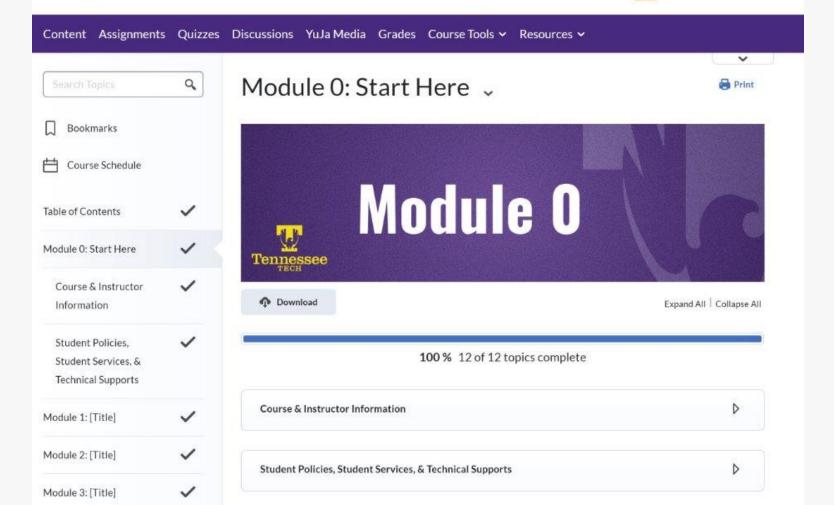


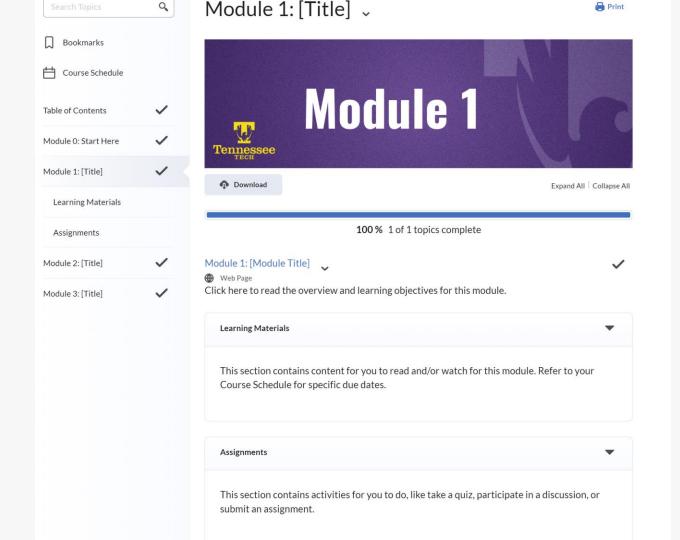




Heather Rippetoe







Poll question:

What are your thoughts about "consistent look and feel"?





Student-Oriented Syllabus

A student-centered, no-surprise syllabus (with grade items & schedule included)

Student-Oriented Syllabus

OLC QUALITY SCORECARD SUITE



OSCQR Course Design Review

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	OSCOR Version Change Log: https://oscor.suny.edu/change-log/	00.000.000.00	1/2 hour or less	1/2-2 hours	2+ hours	529011515200043	
l. C	OURSE OVERVIEW AND INFORMATION						
1.	Course includes Welcome and Getting Started content.						
2.	Course provides an overall orientation or overview, as well as module-level overviews to make course content, activities, assignments, due dates, interactions, and assessments, predictable and easy to navigate/find.						
3.	Course includes a course information area and syllabus that make course expectations clear and findable.						
4.	A printable syllabus is available to learners (PDF, HTML).						
5.	Course includes links to relevant campus policies on plagiarism, computer use, filing grievances, accommodating disabilities, etc.				3		
6.	Course provides access to online learner success resources (technical help, support services, orientation, academic honesty, tutoring).						
7.	Course information states whether the course is fully online, blended, or web- enhanced.						
8.	Course provides appropriate guidelines for successful participation regarding technical requirements (e.g., browser version, mobile, publisher resources, secure content, pop-ups, browser issues, microphone, webcam).						
9.	Course objectives/outcomes are clearly defined, measurable, and aligned to learning activities and assessments.						











Syllabus Formats



Printable (PDF, .doc)

Course Syllabus Requirements

Syllabus Information Guide

Syllabus Template

Al Syllabus Statement Options

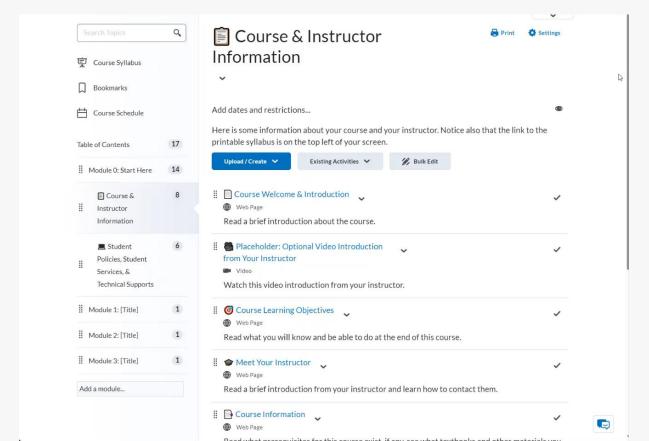
From TN Tech Faculty Handbook



Liquid (HTML)

Module Zero Template (see next slide)

Liquid Syllabus/Syllabus Breakdown



Why a "no surprise syllabus"? What are some surprises?



- Hardware or software they weren't aware they were going to need (including textbooks)
- Additional assessments added during the semester (major assessments)
- Requirements beyond scheduled class time:
 - ☐ Field trips
 - ☐ Trips to the Testing Center
 - Asynchronous quiz requirements
- Bonus surprise: Points lost on subsequent assignments because they didn't receive feedback soon enough

View previous CITL workshop: Creating a Student-Centered Syllabus

You tell us.

Word cloud (submit one word): What is something else that could surprise students during a semester?





UDL-Inspired Content

Universal Design for Learning principles support accessible content for diverse learners

UDL-Inspired Content

OLC QUALITY SCORECARD SUITE **OLC Quality Scorecard Suite: OSCQR 4.0** Action Plan examples from https://OSCQR surry.edu Revision Revision Revision Applicable 4. CONTENT AND ACTIVITIES Course offers access to a variety of engaging resources to present content, support learning 29. and collaboration, and facilitate regular and substantive interaction with the instructor. Course provides activities for learners to develop higher-order thinking and problemsolving skills, such as critical reflection and analysis. Course provides activities that emulate real world applications of the discipline, such as experiential learning, case studies, and problem-based activities. 32. Where available. Open Educational Resources, free, or low cost materials are used. Course materials and resources include copyright and licensing status, clearly stating permission to share where applicable. Text content is available in an easily accessed format, preferably HTML. All text content is readable by assistive technology, including a PDF or any text contained in an image. A text equivalent for every non-text element is provided ("alt" tags, captions, 35. transcripts, etc.), and audio description is provided for video-only content. Text, graphics, and images are understandable when viewed without color. Text should be used as a primary method for delivering information. Hyperlink text is descriptive and makes sense when out of context (avoid using "click 37. 5. INTERACTION Regular and substantive instructor-to-student expectations, and predictable/scheduled interactions and feedback, are present, appropriate for the course length and structure, and are easy to find. Expectations for all course interactions (instructor to student, student to student, student to 39. instructor) are clearly stated and modeled in all course interaction/communication channels. Learners have an opportunity to get to know the instructor Course provides activities intended to build a sense of class community, support open 41. communication, promote regular and substantive interaction, and establish trust (e.g., ice-breaking activities, Course Bulletin Board, planned Office Hours, and dedicated discussion forums). Course offers opportunities for learner to learner interaction and constructive Course provides learners with opportunities in course interactions to share resources and inject knowledge from diverse sources of information with guidance and/or standards from the instructor The OSCOR Pubric, Dashboard & Process are made available by Online Learning Consortium, Inc. (OLC - https://onlinelearningconsortium.org/) under the Creative Commons Attribution 4.0 International License



The CVSCIP Rubers, Davidboard & Process are made available by Crimine Learning, Consortium, inc. CUIC. - https://criminetearning.consortium.con

"Universal design for Learning (UDL) is an educational framework based on research in the learning sciences that guides the development of flexible and accessible methods, materials and environments that embrace variability, minimize barriers, and develop learner agency for all."

The UDL Guidelines

The Universal Design for Learning Guidelines

The goal of UDL is learner agency that is purposeful & reflective, resourceful & authentic, strategic & action-oriented.

Design Multiple Means of Engagement



Design Multiple Means of Representation



Design Multiple Means of **Action & Expression**



Design Options for

Welcoming Interests & Identities

- · Optimize choice and autonomy · Optimize relevance, value, and authenticity
- . Nurture iov and play
- · Address biases, threats, and distractions

Design Options for

Perception

- · Support opportunities to customize the display of
- · Support multiple ways to perceive information
- · Represent a diversity of perspectives and identities in authentic ways

Design Options for

Interaction

- · Vary and honor the methods for response, navigation,
- · Optimize access to accessible materials and assistive and accessible technologies and tools

Design Options for

Sustaining Effort & Persistence

- · Clarify the meaning and purpose of goals
- · Optimize challenge and support
- · Foster collaboration, interdependence, and collective
- · Foster belonging and community
- · Offer action-oriented feedback

Design Options for

Language & Symbols

- · Clarify vocabulary, symbols, and language structures
- · Support decoding of text, mathematical notation, and symbols
- · Cultivate understanding and respect across languages and dialects
- · Address biases in the use of language and symbols
- · Illustrate through multiple media

Design Options for

Expression & Communication

- . Use multiple media for communication
- . Use multiple tools for construction, composition, and creativity
- . Build fluencies with graduated support for practice and
- · Address biases related to modes of expression and communication

Design Options for

Emotional Capacity

- · Recognize expectations, beliefs, and motivations
- · Develop awareness of self and others
- · Promote individual and collective reflection

· Cultivate empathy and restorative practices

Design Options for **Building Knowledge**

- · Connect prior knowledge to new learning
- · Highlight and explore patterns, critical features, big ideas, and relationships
- · Cultivate multiple ways of knowing and making meaning
- Maximize transfer and generalization

Design Options for

Strategy Development

- · Set meaningful goals
- · Anticipate and plan for challenges
- · Organize information and resources
- · Enhance capacity for monitoring progress
- · Challenge exclusionary practices

udlguidelines.cast.org © CAST, Inc. 2024

Poll question:

What's your experience with Universal Design for Learning (UDL)?





Learning-Centered Interactions

Design and implement engaging and meaningful student interactions

Learning-Centered Interactions

OLC QUALITY SCORECARD SUITE **OLC Quality Scorecard Suite: OSCQR 4.0** examples from https://OSCQR.sunv.edu Applicable OSCOR Version Change Log: https://oscor.suny.edu/change-log/ Estimated time needed for revision. 4. CONTENT AND ACTIVITIES Course offers access to a variety of engaging resources to present content, support learning and collaboration, and facilitate regular and substantive interaction with the instructor. Course provides activities for learners to develop higher-order thinking and problem-0 1 0 30. solving skills, such as critical reflection and analysis. Course provides activities that emulate real world applications of the discipline, such as 013 31 experiential learning, case studies, and problem-based activities. Where available, Open Educational Resources, free, or low cost materials are used. Course materials and resources include copyright and licensing status, clearly stating 33. permission to share where applicable. Text content is available in an easily accessed format, preferably HTML. All text content 34. is readable by assistive technology, including a PDF or any text contained in an image. A text equivalent for every non-text element is provided ("alt" tags, captions. 35. transcripts, etc.), and audio description is provided for video-only content. Text, graphics, and images are understandable when viewed without color. Text should be used as a primary method for delivering information. Hyperlink text is descriptive and makes sense when out of context (avoid using "click 37 Regular and substantive instructor-to-student expectations, and predictable/scheduled interactions and feedback, are present, appropriate for the course length and structure, and are easy to find. Expectations for all course interactions (instructor to student, student to student, student to instructor) are clearly stated and modeled in all course interaction/communication channels. Learners have an opportunity to get to know the instructor 410 Course provides activities intended to build a sense of class community, support open 41. communication, promote regular and substantive interaction, and establish trust (e.g., ice-breaking activities, Course Bulletin Board, planned Office Hours, and dedicated discussion forums). Course offers opportunities for learner to learner interaction and constructive collaboration Course provides learners with opportunities in course interactions to share resources and inject knowledge from diverse sources of information with guidance and/or standards from the instructor. The OSCOR Rubric, Dashboard & Process are made available by Online Learning Consortium, Inc. (OLC - https://onlinelearningconsortium.org/) under the Creative Commons Attribution 4.0 international License (CC By 4.0). To view a copy of this license, visit https://creativecommons.org/licenses/by/4.0/. The OSCQR Rubric, Dashboard & Process were originally developed by the State University of New York (SUNY) through the Open SUNY® COTE, now SUNY Online Teaching (https://online.sunv.edu/onlineteaching/). Open SUNY, SUNY Online, and its logos are registered trademarks of the State University of New York.

3 Interactions (Moore, 1989)



Student-Content



Student-Instructor





Student-Student

Why Interact?



Working memory can only hold so much

Load



Retrieval Practice

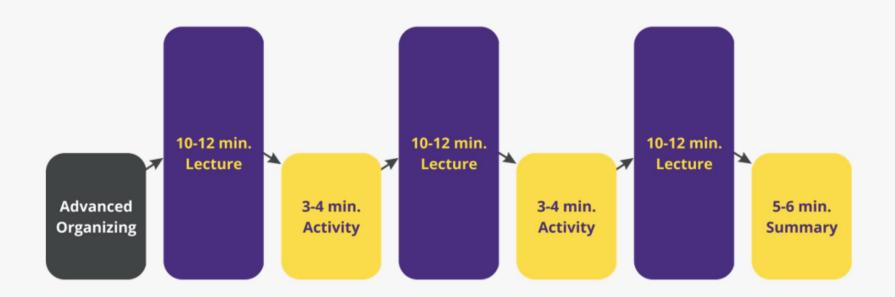
Pull responses rather than constantly pushing new information





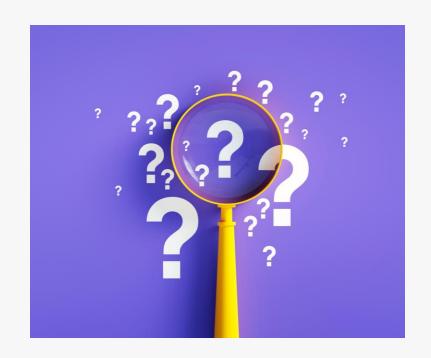
Learner-learner/learnerinstructor engagement supports learner satisfaction and retention

Design for Interaction



Poll question (select all that apply):

How can the CITL support learning-centered interactions in your teaching?





Aligned Assessments

Design and implement assessments that align with course, module, and lesson learning objectives

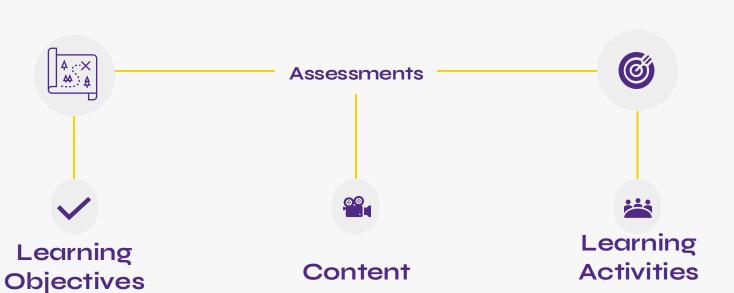
Aligned Assessments

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_	OSCGR Version Change Log. https://oscqr.suny.edu/change-log/ Estimated time needed for re	WISIOT.	1/2 hour or less	1/2-2 hours	2+ hours	400	
4.	SSESSMENT AND FEEDBACK Course grading policies, including consequences of late submissions, are clearly still in the Course Information/Syllabus materials.	ated					
5.	Course includes frequent, appropriate, and authentic methods to assess the learner mastery of content.	s'					
6.	Criteria for the assessment of a graded assignment are clearly articulated (rubrics, exemplary work).						
7.	Course provides opportunities for learners to review their performance and assess to own learning throughout the course (via pre-tests, self-tests with feedback, reflective assignments, peer assessment, etc.).						
8.	Learners are informed when a timed response is required. Proper lead time is provided to ensure there is an opportunity to prepare an accommodation.						
9.	Learners have easy access to a well-designed and up-to-date gradebook.						
0.	Course includes the opportunity for learners to provide descriptive feedback on their experience in the online course, the course design, content, user experience, and techn	ology.					
	OVER	ALL FEEDBACI	ζ.				





Course Alignment



Course-level, module-level, and lesson-level

Textbooks, videos, articles, presentations

Discussions, formative assessments, labs, group-work

Align with Backwards Design



Identify Desired Results

What should students be able to **know** and **do**?

2

Determine acceptable evidence

What will we accept as **evidence** of student understanding and proficiency?

3

Plan learning experiences & instruction

What activities, materials, and resources will equip students with the needed knowledge & skills?

"TiLT" Your Assignments

- <u>TiLT: Transparency in Learning and Teaching</u>
- Provide assignment sheets for assessments and include:
 - Course and/or module learning objectives the assessment measures
 - Steps for students to take to complete the assignment
 - Measurements you will use to evaluate the assignment (rubrics)
 - Exemplars



Less Transparent



LESS TRANSPARENT

EXAMPLE M: SIMPLIFY EXPRESSIONS

Used by permission of Dr. Trina Palmer, Appalachian State University

Name: _____

Directions: Simplify each.

$$\frac{2w^2 - 50}{x^2 - 4w - 5}$$

$$\begin{array}{rr}
-3w^2 - 9w + 54 \\
\hline
w^2 - 9w + 18
\end{array}$$

3.
$$\frac{16v^4w^2}{12w^2 + 20u^4w}$$

More Transparent



MORE TRANSPARENT

Revised EXAMPLE M: SIMPLIFY EXPRESSIONS

Used by permission of Dr. Trina Palmer, Appalachian State University MAT 1531 Simplification Due: September 20

The purpose of this assignment is to (1) improve your mathematical writing and (2) demonstrate your algebraic manipulation skills. This assignment will help prepare you for sim-plifying expressions from calculus and help you communicate where your understanding and misunderstanding are. Knowing how to simplify expressions is like using correct grammar -- it makes the written mathematics easier to read and understand. Real-life modeling problems are everywhere such as modeling the spread of COVID-19 or predicting future global temperatures. Simplifying the mathematical models as they are developed reduces possible errors.

Student Learning Outcomes addressed in this assignment:

- 1. Simplify Algebraic Expressions
- 2. Communicate algebraic reasoning

Simplify one of the following problems, and include justifications for each manipulation.

1.
$$\frac{2w^2 - 50}{x^2 - 4w - 5}$$
 2. $\frac{-3w^2 - 9w + 54}{w^2 - 9w + 18}$ 3. $\frac{16v^4w^2}{12w^2 + 20u^4w}$

$$-\frac{3w^2 - 9w + 54}{w^2 - 9w + 18}$$

3.
$$\frac{16v^4w^2}{12w^2 + 20u^4v}$$

Sample Problem

oumple i robiem	
Simplify: $\frac{u^2-7u+6}{5-5u^2}$	Answer: $\frac{-(u+7)}{5(1+u)}$
$\frac{u^2 - 7u + 6}{5 - 5u^2}$	Restatement
$\frac{(u+7)(u-1)}{5(1-u^2)}$	Factor the numerator and denominator
$\frac{(u+7)(u-1)}{5(1-u)(1+u)}$	Factor the denominator (difference of two squares)
$\frac{-(u+7)(1-u)}{5(1-u)(1+u)}$	Factor out a negative one in the numerator
$\frac{-(u+7)}{5(1+u)} * \frac{(1-u)}{(1-u)}$	Rearrange factors (commutative property of multiplication)
$\frac{-(u+7)}{5(1+u)} * 1$	$\frac{1-u}{1-u} \ = 1 \text{ assuming } u \neq 1$
$\frac{-(u+7)}{5(1+u)}$	Multiplicative identity
3(1 T II)	





Criteria:

	Proficient	Emerging	Needs Improvement	
Algebraic accuracy	Includes most steps and steps are accurate	missing a few steps and/or some steps are inaccurate	many missing steps and/or many inaccurate steps	
	(5)	(3)	(1)	
Mathematics language	reasoning is correct and mostly correct math language (5)	reasoning is mostly correct and mostly correct mathematics language (3)	Much of the reasoning and language is incorrect (1)	



Share in the chat.

What is your experience with aligning your assessments with course learning objectives, content, and activities?



What are the 5 Things Every Course Should Have?

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Consistent Layout

Consistent look & feel in the course shell and in the classroom

2

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UDL-Inspired Content

Universal Design
for Learning
principles attempt
to engage
different parts of
the brain

4

Learning-Centered Interactions

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5

Aligned Assessments

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Possible Next Steps

As you reflect on the ideas that have been shared today, what has:

- □ **Affirmed** your thinking ...
- Pushed your thinking
- □ What might your learners need you to **do next**?

Reflection questions from CAST.org



RESOURCES:

- OSCQR SUNY Online Course Quality Review Rubric
- Workshop: Crafting Your
 Course with iLearn Templates
- Workshop: Creating a
 Student-Centered Syllabus
- Universal Design for Learning Version 3.0
- TiLT Higher Ed
- CITL Services (Consults, SGIDs)

THANK YOU!

Questions, Comments, Concerns?

Feedback Survey

Next Session:
Using AI to Reduce Your
Academic Workload
Register