

DREXEL e-Learning CONFERENCE 2.0

Building a Systematic Professional Development and Online Course Design Process

Blackboard Getting Started

A three hour skill building course for new adjuncts

Blackboard Advanced Course

Focuses on demonstrating proficiency with Bb tools

Hybrid and Online Training Course (HOT)

A three week online course that integrates pedagogical and technological skills

Required for course developers and instructors

Prerequisite: Blackboard Advanced

To preview our HOT course:

Go to http://wilmu.blackboard.com/webapps/login/

Username: BbWorld2010HOTGuest Password: BbWorld2010HOTGuest

A planning sheet maps out the course prior to loading content into Blackboard.

Encourages developers and instructors to:

Utilize a backward design model

Outline weekly objectives

Align activities with objectives

Determine learning outcomes

Locate and list web resources for objectives

Use essential questions to illicit higher level thinking skills in

the discussion board forums

Use a variety of assessments to gauge student learning

To preview our template:

Go to http://wilmu.blackboard.com/webapps/login/

MPLATE

A standardized template is used for each online course.

Encourages developers and instructors to:

Acclimate students to the online environment List weekly objectives

Differentiate between activities and assignments Use best practices in online course development Use Bb tools to facilitate learning

A rubric guides instructors during the course development process.

Encourages developers and instructors to:

Quantify course quality prior to launch Score each course after development

Divided into three sections:

Template Technical Pedagogical

Each section is composed of several items, which are weighted based on the level of importance.

Course Development and Design

Approach
Development Cycles
Planning:

Course Verification Form
Course Development Documents
Planning Sheet

Explanation of Planning Sheet

Bloom's Taxonomy

Rubric Tracking

Template

A standardized template:

-helps to acclimate students to the online environment
-keeps the focus on objectives and outcomes
-teaches instructors to differentiate between activities and assignments
-encourages the use of best practices in online learning
-encourages the use of Bb tools

http://wilmu.blackboard.com



Weekly Introduction

Introduction

Note to developer: In this area you will need to introduce the topics, concepts and other important information for the week. Summarize the material that will be covered and tie together the objectives, assignments and resources. Remove this blue text and replace your information using 12 pt. Times Roman font.

Objectives: Note to developer: For this section you must use the objectives from the generic syllabus provided by the University. Please remember to remove this blue text before proceeding.

At the end of the week, students will know and be able to:

- Objective 1
- Objective 2
- Objective 3

Assignments: The following assignments are examples, please replace with your own assignments

- Discussion Board
- Written Assignment
- Quiz
- Graphic Organizer
- Project



Readings, Resources, Activities & Assignments



Weekly Checklist

Weekly Checklist.docx (59.599 Kb)



Evaluation

RUBRIC

A rubric guides instructors during the course development process.

Encourages developers and instructors to:

Quantify course quality prior to launch Score each course after development

Divided into three sections:

Template Technical Pedagogical

Each section is composed of several items, which are weighted based on the level of importance.

Rubric

Sample Rubric with Calculations

Preparing to Teach Online

Checklist

 http://www.wilmuonline.org/PreparingToT eachOnline-Checklist.htm

Questions?

sallie.a.reissman@wilmu.edu

bonnie.l.kirkpatrick@wilmu.edu

