

MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

Name of Learning Material:	Hybrid PLC Mechatronics - Chapter 4 Programming the Application					
SKILLSCOMMONS URL:	https://www.skillscommons.org/handle/taaccct/18766					
Learning Material URL:	https://hybridplc.org/wp-content/uploads/labs1_S.pdf	https://hybridplc.org/wp-content/uploads/labs1_S.pdf	https://www.youtube.com/watch?v=W04TGApVv=Wo4TGApVv8	https://www.youtube.com/watch?v=W04TGApVv=Wo4TGApVv8	https://www.youtube.com/watch?v=W04TGApVv=Wo4TGApVv8	https://www.youtube.com/watch?v=W04TGApVv=Wo4TGApVv8
Reviewer's Name:						
Date Review Completed:						
Review Time Required:						
Rejected? Y/N						
Description	<p>his chapter deals with the steps to creating a working program from both the Siemens and A-B platform. In the last chapter, we dealt with linking the computer to the PLC and establishing the project or file for the PLC to begin programming. This chapter deals with the creation of programs for the PLC. The program is given, the Hot Dog Counter, and is a good program to demonstrate the concepts of programming Ladder Diagram programming.</p> <p>Accompanying Video:</p> <p>PLC Series Chapter 4 (Part 1/2) (39:57) - Programming the Application (Includes Lab)</p> <p>PLC Series Chapter 4 (Part 2/2) (12:21) - The Program</p> <p>Hybrid Lab Text - Ch.1 - The Hot Dog Counter (see Additional Public Access to Materials below)</p> <p>Online Course Module</p> <p>1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps</p> <p>2. Type of material: Animation, assessment tool, assignment, case study, collection, development tool, drill and practice, e-portfolio, learning object repository, online course, open journal article, open textbook, presentation, reference material, simulation/game, social networking tool, quiz/test, tutorial, workshop and training material.</p> <p>3. Technical requirements: Browser, software or plug-in, Java, HTML, Flash, etc. You can test how it appears on Internet Explorer at http://ipinfo.info/netrenderer/ Note type of device if it is an app (iPad, Android, phone, etc.)</p> <p>4. Identify major learning goals/ curriculum objectives: Purpose of site, goal for learner/user.</p> <p>5. Recommended uses: In-class, homework, individual, team, lecture, etc.</p> <p>6. Target population: Level, course or subject matter, other user groups</p> <p>7. Prerequisite knowledge or skills needed: Course or subject matter, computer skills, other miscellaneous skills</p> <p>8. Application to industry recognized certification: Name of credential or certification.</p>					

Evaluation and Observations: After reviewing the learning material, please indicate your agreement with the following statements by utilizing the scoring scale:
4=Strongly Agree; 3=Agree; 2=Disagree; 1=Strongly Disagree; and 0=N/A.

#1 Quality of Content – The Learning Material...	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
...is clear and concise						4
...provides a complete demonstration of the concept						4
...demonstrates a core concept grounded in the discipline						4
...is current and relevant						4
...is supported by appropriate research						3

... is self-contained (can be used without requiring an assignment or context)						4
...provides accurate information						3
...is flexible (can be used in several situations)						4
...includes an adequate amount of material						3
...has strong workplace relevance						4
...integrates the concept well						4
Overall, the quality of the content is very high						4
Total: #1 Quality of Content						45

#2 Potential Effectiveness as a Teaching Tool/This Learning Material...	Strongly Agree: 4	Agree: 3	Disagree:2	Strongly Disagree: 1	N/A: 0	TOTAL
...identifies learning objectives						3
...identifies prerequisite knowledge						4
...reinforces concepts progressively						4
...builds on prior concepts						4
...demonstrates relationships between concepts						4
...is easy to integrate into curriculum assignments						4
...is very efficient (could learn a lot in a short time)						4
...can be used to measure student learning outcomes						4
Overall, learning material is a very effective teaching tool						4
Total: #2 Effectiveness as Teaching Tool						35

#3 Ease of Use – This Learning Material...	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
...is easy to use						4
...has very clear instructions						4
...is engaging						4
...is visually appealing						4
...is interactive						4
...is of high design quality						4
...meets accessibility requirements if able to assess						4
...if an app, can be used on multiple types of mobile devices and platforms						3
Total: #3 Ease of Use						31

Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3)						111
Optional Information:						
Other comments to be included in the review: (If an app, respects privacy of user, meets PG rating standards, how frequently app is updated)						
Comments to author only: (Any needed improvements or recommendations should be addressed here.)						

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