

MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

Name of Learning Material:	Hybrid PLC Mechatronics - Chapter 5 Control Task Basics					
SKILLSCOMMONS URL:	https://www.skillscommons.org/handle/taacct/18767					
Learning Material URL:	https://hybridplc.org/wp-content/uploads/labs2_S.pdf	https://hybridplc.org/wp-content/uploads/labs3_S.pdf	https://www.youtube.com/watch?v=2sPSiPOxOK8			
Reviewer's Name:						
Date Review Completed:						
Review Time Required:						
Rejected? Y/N						
Description	<p>his chapter begins the programming process. First, the decision as to an I/O list must be defined. Then various statements are made that define the logic.</p> <p>The addressing of Siemens S7-1200, A-B SLC (RSLogix 500) and A-B Compact (RSLogix 5000) are discussed. The two that are used in the labs are S7-1200 and A-B Compact. The older SLC architecture is used as a reference for those who may still need to maintain this system.</p> <p>Logic statements are designed in ladder and analyzed. The analysis includes DeMorgan negation. This method is used primarily to familiarize the student with ladder statements and require the student to analyze the ladder statement in a logical manner.</p> <p>Accompanying Video: PLC Series Chapter 5 - Control Task Basics (1:10:06) Hybrid Lab Text: Ch. 2 – The Coin Changer Ch. 3 – The Car Wash (see Additional Public Access to Materials below)</p> <p>Online Course Module</p> <p><u>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/netrender/ Note type of device if it is an app (iPad, Android, phone, etc.)</u></p>					
1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps						
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.						
3. Identify major learning goals/ curriculum objectives: Purpose of site, goal for learner/user.						
4. Recommended uses: In-class, homework, individual, team, lecture, etc.						
5. Target population: Level, course or subject matter, other user groups						
6. Prerequisite knowledge or skills needed: Course or subject matter, computer skills, other miscellaneous skills						
7. Application to industry recognized certification: Name of credential or certification.						
8. 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						3
... is supported by appropriate research						4
... is self-contained (can be used without requiring an assignment or context)						3
... provides accurate information						4
... is flexible (can be used in several situations)						3
... includes an adequate amount of material						4
... 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						4
... identifies prerequisite knowledge						4
... reinforces concepts progressively						3
... 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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