



MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

Name of Learning Material: Hybrid P.L.C Mechatronics - Chapter 10 Sensors, Safety, Analog and Troubleshooting skill.SCOMMONS URL: https://www.skillscommons, org/handle/taaccct/18772 https://wbridplc.org/wp-content/uploads/labs9 5, https://wbridplc.org/wp-	
SNILLSCOMMONS URL: org/handle/taaccct/18772 https://ha.biddel.gog/up-gashand/uplands/labe/0-5	
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Reviewer's Name:	
Date Review Completed:	
Review Time Required:	
Rejected? Y/N	
Description Control Co	
We now look outside the control panel at devices and methods of design that affect the design of the PLC and the overall project. Included in this chapter are sensors, a separate study of safety of the metahine and the operator, machine vision, bar-code and RFID, analog signal acquisition, troubleshooting techniques and diagnostic circuits. 1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions, uses, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions, uses, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions, uses, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions, uses, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions, uses, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions, and applications. Include cost, if any for apps 1. Overview: Describe overview features and descriptions. Accompanying Video: PLC Series Chapter 10 - Sensors, Safety, Analog and Troubleshooting (1:44:51) 1. Hybrid Lab Text: Ch. 9 - Thumbwheel Switch Ch. 10 - Generating Energy from Bike (see Additional Public Access to Materials below)	
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, quis/text, tutorial, workshop and training material.	
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.)	
4. Identify major learning goals/ curriculum objectives: Purpose of site, goal for learner/user.	
5. Recommended uses: In-class, homework, individual, team, lecture, etc.	
6. Target population: Level, course or subject matter, other user groups	
2. Perceptitite knowledge or skills needed: Course or subject matter, computer skills, other micellaneous skills and the skills, other micellaneous skills skills of the micellaneous skills of the micellaneous skills of the micellaneous skills of the skil	
8. Application to industry recognized certification: Name of credential or certification.	

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						4
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)						
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	<u> </u>					4
Total: #1 Quality of Content						46

#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						4
builds on prior concepts						4
demonstrates relationships between concepts						3
is easy to integrate into curriculum assignments						4
is very efficient (could learn a lot in a short time)						3
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						34
#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						3
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						3
platforms						
Total: #3 Ease of Use						30
Combined TOTAL scores (add together the totals as						
indicated above for #1, #2, #3						110
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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