MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

Name of Learning Material:	CBCC: Digital Literacy
SKILLSCOMMONS URL:	https://www.skillscommons.org/handle/taaccct/8716
Learning Material URL:	
Reviewer's Name:	Carla Fitzpatrick
Date Review Completed:	6/16/18
Review Time Required:	1.5
Rejected? Y/N	N
Description	

1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps	Competency-Based Curricula & Credentials. This Digital Literacy curriculum introduces computer systems and associated components typically found in the industrial environment. The curriculum presents basic skills in word processing, database, spreadsheet, e-mail, and communication software. The courses also cover the Internet including how to search for industry manuals and parts, downloading software and drivers, and other related tasks. Created by Henry Ford College.
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.	Student Support Materials
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.	Competency-Based Curricula & Credentials. This Digital Literacy curriculum introduces computer systems and associated components typically found in the industrial environment. The curriculum presents basic skills in word processing, database, spreadsheet, e-mail, and communication software. The courses also cover the Internet including how to search for industry manuals and parts, downloading software and drivers, and other related tasks.
5. Recommended uses: In-class, homework, individual, team, lecture, etc.	Flexable lab, Self study, self paced
6. Target population: Level, course or subject matter, other user groups	Associate Degree, beginner

7. **Prerequisite knowledge or skills needed:** Course or subject matter, computer skills, other miscellaneous skills	basic computer knowledge
8. **Application to industry recognized certification:** Name of credential or certification.	NA

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					4
…provides a complete demonstration of the concept	4					4
…demonstrates a core concept grounded in the discipline	4					4
…is current and relevant		3				3
…is supported by appropriate research					0	0
…is self-contained (can be used without requiring an assignment or context)	4					4
…provides accurate information	4					4
…is flexible (can be used in several situations)	4					4
…includes an adequate amount of material	4					4
…has strong workplace relevance	4					4
…integrates the concept well	4					4
Overall, the quality of the content is very high	4					4
Total: #1 Quality of Content						43

#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					4
…identifies prerequisite knowledge		3				3
…reinforces concepts progressively		3				3
…builds on prior concepts		3				3
…demonstrates relationships between concepts		3				3
…is easy to integrate into curriculum assignments	4					4
…is very efficient (could learn a lot in a short time)		3				3
…can be used to measure student learning outcomes	4					4
Overall, learning material is a very effective teaching tool		3				3
Total: #2 Effectiveness as Teaching Tool						30

#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					4

...has very clear instructions	4				4
...is engaging	4				4
...is visually appealing		3			3
...is interactive		3			3
...is of high design quality	4				4
...meets accessibility requirements if able to assess	4				4
...if an app, can be used on multiple types of mobile devices and				0	0
platforms	4				4
Total: #3 Ease of Use					30

Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3	103
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)	Class is well organized and easy to follow, clearly states objectives and asseses students along the way. Needs minimum instruction time.
Comments to author only: (Any needed improvements or recommendations should be addressed here.)	