



MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

| WILKEOT - SKILLSCOMMONS FEET REVIEWER REPORT OF THE VISUAL SKILLSCOMMONS FEET REVIEWER REVIEWER REVIEWER FEET REVIEWER FEET REVIEWER FEET REVIEWER FEET REVIEWER FEET FEET REVIEWER FEET REVIEWER FEET FEET FEET FEET FEET FEET FEET FE | | | | |
|---|---|--|--|--|
| Name of Learning Material: | Tool & Die Technician | | | |
| SKILLSCOMMONS URL: | https://www.skillscommons. org/handle/taaccct/8869 | | | |
| Learning Material URL: | | | | |
| Reviewer's Name: | Rob Speckert | | | |
| Date Review Completed: | 5-Sep-22 | | | |
| Review Time Required: | 50 min. | | | |
| Rejected? Y/N | N | | | |
| Description | Tool and Die Technician Training | | | |
| Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps | The Tool and Die Technician program prepares students for entry into the metal working industry. Instruction is offered on basic machine tools as well as machines such as the electrical discharge machine, along with jigs, fixtures, gauges, and machinist hand tools. Related training includes blueprint reading, mathematics, precision inspection, and the use of the latest tooling available. This area of study prepares students to enter the field by developing quality skills in precision machining and enables learning of the specific abilities used to create precise machine parts and components. The tool and die work environment centers around the machine shop, tool rooms, and working on factory floors. | | | |
| 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. | Hybrid/Blended Course | | | |
| 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.) | No problems with access | | | |
| 4. Identify major learning goals/ curriculum objectives: Purpose of site, goal for learner/user. | Goals are consistent with title | | | |
| 5. Recommended uses: In-class, homework, individual, team, lecture, etc. | In class with labs | | | |
| 6. Target population : Level, course or subject matter, other user groups | College students | | | |
| 7. Prerequisite knowledge or skills needed: Course or subject matter, computer skills, other miscellaneous skills | Topics build on one another | | | |

8. Application to industry recognized certification: Name of credential or certification.

Relevant to industry

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 | 4 | | | | | |
| is flexible (can be used in several situations) | 4 | | | | | |
| 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 | 48 | | | | | 48 |

| #2 Potential Effectiveness as a Teaching | | | | Strongly | | |
|---|-------------------|----------|------------|-------------|--------|-------|
| Tool/This Learning Material | Strongly Agree: 4 | Agree: 3 | Disagree:2 | 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 | 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 | 36 | | | 36 |

| #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 | | | | | 0 | |
| platforms | | | | | | |
| | | | | | | |
| Total: #3 Ease of Use | 28 | | | | | 28 |

| Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3 | 112 |
|--|--|
| | |
| 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) | Content is organized and easy to follow. The material for each module is complete. |
| Comments to author only: (Any needed improvements or recommendations should be addressed here.) | Well done. |

All materials by SkillsCommons IMPACTcommunities, CSU-MERLOT SkillsCommons are licensed under CC BY 4.0

This product was funded by a grant from the U.S. Department of Labor, Employment and Training Administration.

