

EMIT Episode 42

Hello, I'm Dan Greenwood of the Teaching and Learning Center here at Brookdale Community College. In episode 42 of Project EMIT, I'll share the essential Quality Matters requirements for standard 4.

General Standard 4 states that: "Instructional materials are sufficiently comprehensive to achieve stated course objectives and learning outcomes and are prepared by qualified persons competent in their fields."

We've previously discussed the concept of alignment within the Quality Matters rubric. Standard 4.1 provides another example. This requirement ensures that any instructional material used in the course contributes to the student's ability to achieve the course and modules objectives as stated in requirements 1 and 2 of the rubric. Stated more simply, any course materials used such as texts, videos, animations and interactive activities, should obviously be linked the course and module objectives.

While the use of websites, videos and other material may enrich the course content, they may not meet this standard if students cannot understand how they apply to what they are expected to learn. An example is the use of games as learning objects. It is important that student be able to apply the use of these objects to the material covered. For example a matching game may not obviously relate to students trying to learn certain math skills.

Standard 4.1 also requires that materials not coming from recognized publishers should created for courses by the instructor or instructional designers skilled in developing content for distance education.

The other essential requirement of this general standard is addressed in requirement 4.2. Students need to be able to easily understand how the learning materials are important to their success in the course. That is how these materials help them to succeed in the learning activities that they are expected to complete. This standard requires that there be a clearly explained relationship between how students achieve the objectives through assessments and the provided course materials. For example providing a large number of website addresses as course material may be confusing to students if they do not understand how these sites should be used to complete an assignment or prepare for a test.

It is also important that students be informed which learning materials are required and which are recommended. This allows student to prioritize their course work and time. If they know certain materials are needed to complete their course assignments they can make sure that they review that material. While supplemental material is very often helpful , standard 4.2 requires that students be completely aware of which material are needed to complete their course work.

So when developing your course, keep in mind it is important to utilize or create learning materials which students can directly relate to the course's objectives and learning activities in order to meet general standard 4 of the Quality Matters Rubric.

Next time, we'll review more essential standards for meeting the Quality Matters rubric for a well designed course. Thanks for listening.

