What is a Learning Module?

A Learning Module consists of content items with an accompanying path for progressing through the items. Faculty can decide whether students should view the content sequentially or whether they can view the content in any order that they choose. Any type of content, including text, audio, video, quizzes or even a Mashup may be included in a Learning Module. Files are added or edited in a Learning Module in the same manner as they are in any Content Area.

Creating a Learning Module

1. From the Course Menu, click Content (or any other Content Area)
2. In the adjacent window, click Build Content
3. From the drop-down menu, navigate to Learning Module
4. On the Create Learning Module page, provide the Learning Module Name and Description
5. Set Learning Module Availability to Yes
6. If the Learning Module is going to be restricted to a certain time period, select Learning Module Date and Time Restrictions; otherwise, leave the fields empty
7. Next under View, select how students are going to view the Learning Module: if Sequential Viewing is preferred, then click Yes; otherwise click No (select remaining two options as needed)
8. Under Table of Contents, if a structured view of the Learning Module is to be presented to students, then click Yes for Show Table of Contents to Users; otherwise, click No. Then specify Hierarchy Display by selecting either None, Letters, Mixed, Numbers, or Roman Numerals.
9. Click the Submit button

Remember!

- A Learning Module is a logically structured collection of course content. Conceptually, it is similar to a chapter in a textbook.
- A Learning Module may consist of several sections and activities. Faculty members can add folders and sub-folders to a Learning Module and impose a hierarchical structure over the content.
- The Table of Contents displays the hierarchy in an outline view and enables students to easily comprehend the scope and structure of a lesson.
- Sequential viewing of the content can be enforced, or students may progress through the material independently.
Adding Content to a Learning Module

• After the Learning Module has been created, content items can be added individually and automatically become part of the Table of Contents.
• Adding content to a Learning Module is similar to adding content to any other Content Area. To create a new content item, select an option from the drop-down menu from inside the Learning Module. A variety of content can be added including Microsoft Office files, audio, links to external websites, quizzes, assignments, and Mashups, to name a few.

Navigating a Learning Module

• Following a Sequential Path: If sequential viewing is enforced students must proceed through the Table of Contents in the order presented. After the links are viewed sequentially, students can review it in any order. If students navigate away from the Learning Module and return to it, they will be required to view it sequentially again.
• Navigating within the Learning Modules: To move from page to page within a module, students click the right arrow buttons on the top right of the content area.
• Using the Table of Contents: The Table of Contents displays right of the content frame. The student has the option of moving the Table of Contents so that it displays below the Learning Module by clicking the downward-pointed arrow.

Teaching with Technology

Learning is seen as essentially a social process, requiring communication among learner, teacher, and others. This social process cannot effectively be replaced by technology, although technology may facilitate it. (Bates & Poole, 2003, p. 35)

To assist those who use technology in the classroom, literally hundreds of books, articles, and Internet sites have been written about teaching and learning with technology. Many of these resources focus on the principle that technology is as good as it is used in the classroom. In other words, we should use technology “at the right time, in the right way, and for the right purpose,” (Levin-Doyle & McDonald, 2008, p.1). In addition, by following educational theory and practice, technology can have more purpose and help generate more positive outcomes.