



OER Resources for Career, Technical, and Adult Education: Introducing SkillsCommons

Rick Lumadue, PhD
Associate Director, SkillsCommons.org

April 27, 2017



Welcome!



Recording: A transcript and captioned recording of this webinar will be posted to the PCRN (cte.ed.gov)

Materials: The presentation will be available for download at the end of the webinar and an accessible version will be posted to the PCRN (cte.ed.gov)

Questions: Send content questions through the Q&A feature in the bottom left of the screen

Evaluation: Please take a moment to give us your feedback about today's webinar. A link to the participant survey will be available at the end of the webinar

Logistical Support



- **Audio:** During the webinar, audio will stream through your computer speakers
 - Adjust the volume using your computer's controls and the volume bar in the bottom right of your screen
 - If you're unable to hear the audio through the speakers, dial **1-888-205-5513** and enter **205861** when prompted. Your telephone line will be automatically muted.
- **Technical issues:** Send a message via the Q&A feature or call RTI Tech Support at 919-316-3717

Introductions



OER Resources for Career, Technical, and Adult Education: Introducing SkillsCommons



Featured Speaker



Dr. Rick Lumadue

Associate Director and Grantee
Relations

SkillsCommons.org

Agenda



- What is **TAACCCT & SkillsCommons.org** and how can it support Career, Technical and Adult Education?
- What are **Open Educational Resources** and Why are they important?
- **SkillsCommons – SHOWCASE CENTER** for “shovel ready” resources
- **SkillsCommons – LIBRARY** of Free & Open learning materials and program support materials for job-driven workforce development
- **SkillsCommons – SUPPORT CENTER** for help using OER and addressing accessibility standards
- **SkillsCommons - CONNECT CENTER** to build community, communications, and collaborations

TAACCCT is an investment of

\$1.9 BILLION
AWARDED OVER 4 YEARS

impacting more than 700 (62%) of the nation's
community colleges.

GOAL

Design innovative and effective programs that address specific industry needs and lead to improved learning, completion and career outcomes for TAA-eligible workers and other adults.

Repository for TAACCCT Grant Deliverables


SKILLS
COMMONS

[ABOUT ▾](#) [BROWSE ▾](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

SKILLS COMMONS

Your FREE and OPEN digital library
Preparing the Workforce for 21st Century Employment


Browse by [industry](#), [credentials](#), & [material type](#)



View Showcases

Project outcomes, course material makeovers, open courseware and grant project showcases.


[View »](#)



Get Connected

SkillsCommons communities, industry sectors, technology partners, social media, and more.


[Connect »](#)



Contribute Materials

Upload TAACCCT educational resources either [individually](#) or in [batch format](#).

[Contribute »](#)



Support Center

Get help uploading, planning, and implementing strategies for your project.

[Support »](#)

What is OER and Why Are They Important?



Open educational resources (OER) are freely accessible, openly licensed documents and media that are useful for teaching, learning, and assessing as well as for research purposes.

What is OER and Why Are They Important?

Open Educational Resources (OER)

Anyone can freely:

- Reuse
- Revise
- Retain
- Redistribute
- Remix

SkillsCommons and OER

[HOME](#)[ABOUT +](#)[BROWSE +](#)[CONTRIBUTE](#)[SUPPORT](#)[CONNECT](#)[SHOWCASES](#)[CONTACT](#)[LOGIN](#)[ABOUT SKILLSCOMMONS](#)[TEAM MEMBERS](#)[TAACCCT LEARNING
NETWORK](#)[OPEN EDUCATIONAL
RESOURCES](#)

Open Educational Resources

🏠 Home > Open Educational Resources (OER)

What are Open Educational Resources?

Open educational resources (OER) are freely accessible, openly licensed documents and media that are useful for teaching, learning, and assessing as well as for research purposes. It is the leading trend in distance education/open and distance learning domain as a consequence of the openness movement.

SkillsCommons and OER

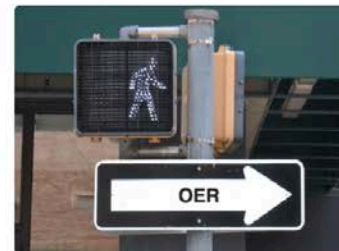
SkillsCommons is a free and open online library containing free and open learning materials and program support materials for job-driven workforce development. The Open Educational Resources (OER) are produced by community colleges across the nation and can be found, reused, revised, retained, redistributed and remixed by individuals, institutions, and industry.



Video: What are Open Educational Resources?



Finding Open Educational Resources



One-Stop-Shop for OER



Webinar Series: Utilizing Free Online Educational Resources in the SkillsCommons

Finding More Open Educational Resources



[HOME](#) [ABOUT +](#) [BROWSE +](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

Finding More Open Educational Resources

🏠 [Home](#) > Finding More Open Educational Resources

Reusing OER developed by TAACCT grantees and others is one of the major goals of SkillsCommons. TAACCT grantees and anyone engaged in workforce development can save time, money, and effort by reusing the existing OER in SkillsCommons and in other OER collections available on the web.

To help you find more OER, we, along with Creative Commons, created a “one stop shop” for OER resources on SkillsCommons.

SkillsCommons' "One-Stop-Shop" for OER Collections

Finding more free and open resources with MERLOT

MERLOT (Multimedia Educational Resources for Learning and Online Teaching at www.merlot.org) is a free and open online library of over 70,000 free and open educational resources, with over 30,000 with a Creative Commons license. MERLOT is administered and led by the California State University, Office of the Chancellor since 1997 and has over 500 higher education institutions represented in the system and campus partners within the MERLOT Consortium. MERLOT's over 140,000 individual members continue to build the collection, with over 500 faculty, students, librarians, staff, administrators, consultants, healthcare professionals, and content developers joining for free per month.

You can find a wide range of online materials of different types – animations, assessment tools, learning assignments, mobile apps, collections, simulations, tutorials, as well as free and open etextbooks and free and open courseware at www.merlot.org. The [YouTube video](#) provides you a walk through the website.

MERLOT-Cal State Resources for Finding and Reusing Existing Free and Open Educational Resources:

- [Multimedia Educational Resources for Learning and Online Teaching \(MERLOT\)](#) has over 27,000 Creative Commons licensed materials.
- [Virtual Labs in the California State University](#): Cal State and MERLOT provide a “teaching commons” for faculty and students to find virtual labs in STEM disciplines. These virtual labs range from OER, free, and fee-based resources.
- [MERLOTx](#) is MERLOT's new student portal, created to help students easily find resources to support their learning goals. It is a FREE,



MERLOTX



COOL4Ed



- No need to “reinvent the wheel”

- Catalog of over 50 OER collections of different media, formats, and user groups

SHOWCASE Center

SKILLS
COMMONS

Showcases

[Home](#) > [Showcases](#)



Grant Project Showcase

Explore selected TAACCCT grant projects by Industry that have significant contributions in SkillsCommons.



Reuse Showcase

Explore a showcase of TAACCCT material that has been reused by other TAACCCT grantees and others.



Makeover Showcase

Explore a showcase of TAACCCT material that has been made over by other TAACCCT grantees and others.



Open CourseWare Showcase

Explore selected Collections of Open CourseWare Showcases submitted by TAACCCT grantees.



Project Outcomes Showcase

Explore the outcomes produced by the TAACCCT grant projects and review the final program reports summarizing the workforce development benefits of the TAACCCT grant projects.

Open CourseWare Showcases



Open CourseWare Showcase

[Home](#) > Open CourseWare Showcase

[Back to Showcases](#)

Explore our showcase of selected Open CourseWare submitted by TAACCCT grantees.

What Is Open CourseWare?

Open CourseWare are collections of fully online learning materials organized in the scope and sequence of a college course. The online course materials are free and open for anyone to use and the learner can use the open courseware to acquire skills and knowledge at their own pace and on their own time. There is no instructor for open courseware.



Developmental Education
Open CourseWare



Energy Industry Training
Open CourseWare



Healthcare Training
Open CourseWare



Information Technology Training
Open CourseWare



Manufacturing Industry Training
Open CourseWare



Public Administration Industry Training
Open CourseWare

OER Reuse Showcases



Reuse Showcase

[Home](#) > [Reuse Showcase](#)

[Back to Showcases](#)

Explore our Showcase of SkillsCommons material that has been reused by others. These showcases demonstrate how you can reuse the OER materials created by TAACCCT grant recipients and others.

What is Reuse?

The CC BY Creative Commons license on SkillsCommons materials provides opportunities for other grantees, other institutions and other users to revise and reuse the materials in a variety of ways to create "derivative works" that could better serve the needs of different learners in different contexts with different technologies.

Examples of Reuse

1. [Basic Computer Skills MOOC](#)
2. [Marketing Outreach Plan](#)
3. [Outside Services Contract Monitoring Tool](#)
4. [Records Retention Guidance](#)
5. [Subject Matter Expert Review](#)

1. Basic Computer Skills MOOC

The material was created by [Northcentral Technical College](#) and reused by [Northwest State Community College](#).



Northwest State Community College in Ohio is reusing this Basic Computer Skills MOOC that was submitted to SkillsCommons by the [Intentional Networks Transforming Effective and Rigorous Facilitation of Assessment, Collaboration, and Education \(INTERFACE\)](#) project. This course is helpful to students struggling with basic computer literacy. The Ohio Workforce Investment Board (WIB) is also using this course "as is" to assist people who are looking for employment, but lack basic computer skills. No changes or modifications have been made to this course.

Original Material: [Basic Computer Skills Course](#)

Reused Material: [Basic Computer Skills MOOC](#)

The screenshot shows the 'Basic Computer Skills MOOC' interface. It includes a 'Get Started' section with a 'Nope, not now' button. Below this, there are two main sections: '1. Use Computing Devices' and '2. Navigate an Operating System'. Each section has a list of topics with checkboxes and a 'Time' column. The 'Time' column shows the estimated time to complete each topic. For example, '1. Use Computing Devices' has a total time of 21:00, and '2. Navigate an Operating System' has a total time of 24:00.

2. Marketing Outreach Plan

The material was created by [Jefferson Community College](#) and reused by [Northwest State Community College](#).



The OER reused was a program management resource from [Health Professions Pathways Consortium \(H2P\)](#) a Round 1 Grant. The [I AM iStar](#) project was able to save time and money by using this material as part of their grant management strategy.



OER Makeover Showcases

Makeover Showcase

★ Home > Makeover Showcase

[Back to Showcases](#)

Explore our Showcase of SkillsCommons materials that have been made over by others. These showcases demonstrate how you can transform and enhance OER materials created by TAACCCT grant recipients and others.

What Are Makeovers?

Makeovers are major changes/modifications to SkillsCommons material using innovative technologies. These makeovers have been applied to original SkillsCommons materials transforming them into interactive, accessible materials.

Examples of Makeovers

Content Makeovers

1. [Adding Interactivity](#)
2. [Applying Universal Design for Learning \(UDL\) Principles](#)

Packaging and Delivery Makeovers

1. [Converting WORD and PDF Documents to an eBook](#)
2. [Converting WORD and PPT Documents to an Apple iBook](#)
3. [Leveraging Your Learning Management System](#)

Content Makeovers

1. Adding Interactivity

Transforming WORD docs into interactive learning experiences.

Documents used in this makeover were contributed by [Air Washington](#). Tools used in this makeover include [SoftChalk](#) for editing the content and [ReadSpeaker](#) for adding text-to-speech support. The makeover requirements were provided by SkillsCommons to SoftChalk consultants and the SoftChalk consultants implemented the design. The makeovers were supported by SkillsCommons and AirWashington.

Lab Safety & Equipment Use

PART 1 [Original Material](#) (BEFORE) | [Makeover Implemented](#) (AFTER) See page 4 of Makeover to review interactivity, embedded videos, & self-check assessment and page 6 for an embedded quiz.

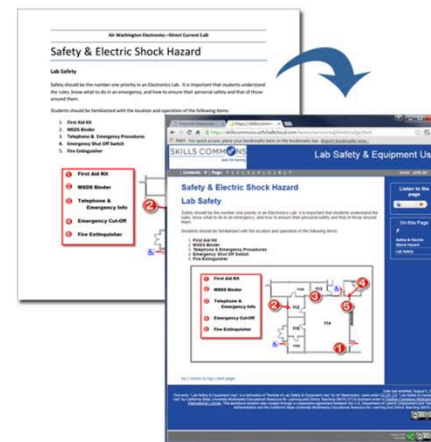
PART 2 [Original Material](#) (BEFORE) | [Makeover Implemented](#) (AFTER) See page 5 of Makeover to review interactivity & self-check assessment, and page 6 for embedded quiz.

Electricity

[Original Material](#) (BEFORE) | [Makeover Implemented](#) (AFTER)

Want to conduct a similar makeover?

If you are interested in implementing a similar makeover visit our [How To: Create an Interactive Content Makeover](#) page.



Project Outcomes Showcases

Project Outcomes Showcase

🏠 Home > Project Outcomes Showcase

[Back to Showcases](#)

Explore the outcomes generated by TAACCCT grant projects by Industry sector.



Energy

Project Outcome Showcase

[View](#)



Healthcare

Project Outcome Showcase

[View](#)



Information Technology

Project Outcome Showcase

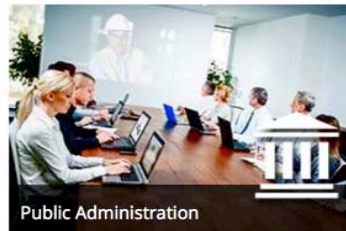
[View](#)



Manufacturing

Project Outcome Showcase

[View](#)



Public Administration

Project Outcome Showcase

[View](#)

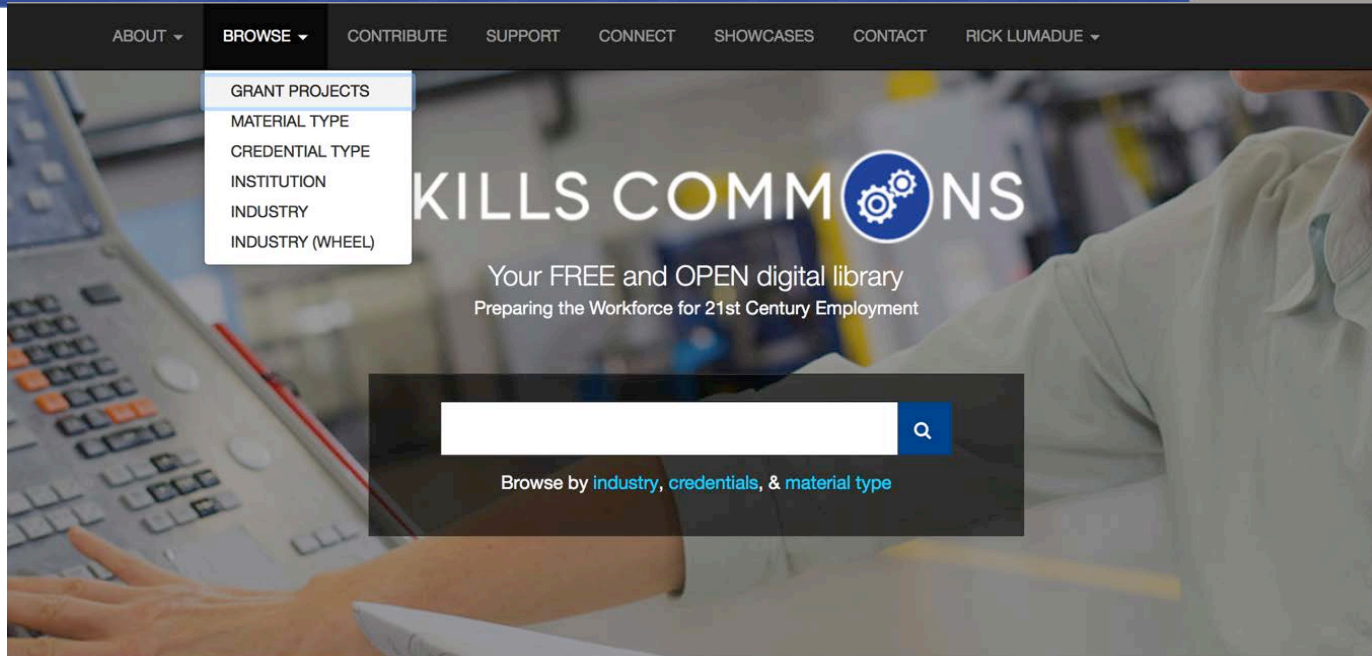


Sustainable Agriculture/Culinary Arts

Project Outcome Showcase

[View](#)

Find & Review SkillsCommons OER



View Showcases

Project outcomes, course material makeovers, open courseware and grant project showcases.

[View »](#)



Get Connected

SkillsCommons communities, industry sectors, technology partners, social media, and more.

[Connect »](#)



Contribute Materials

Upload TAACCCT educational resources either [individually](#) or in [batch format](#).

[Contribute »](#)



Support Center

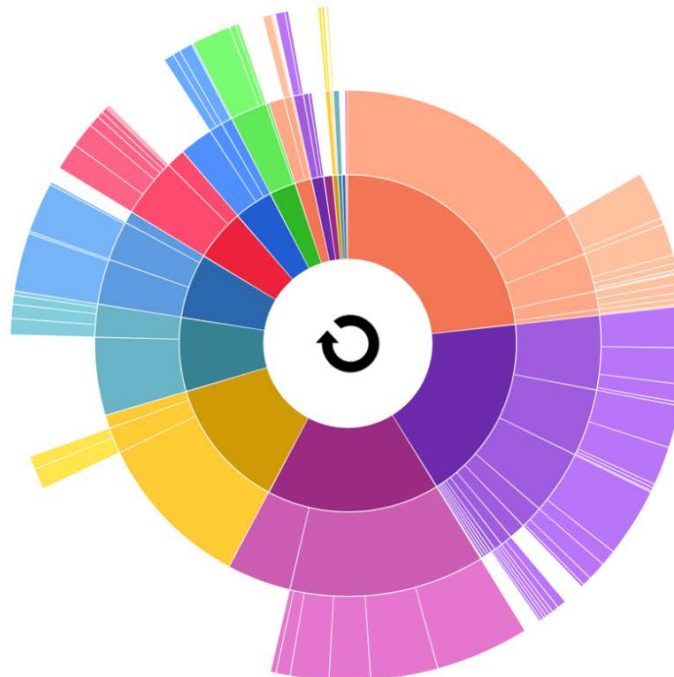
Get help uploading, planning, and implementing strategies for your project.

[Support »](#)

Browsing by Industry

Explore SkillsCommons By Industry

- Click on a section of the wheel to get an expanded presentation of that specific industry.
- Click on the name in the pop-up box to get a list of the materials for that industry.
- An [accessible version](#) is also available.



Browsing by Industry


Explore SkillsCommons By Industry

- Click on a section of the wheel to get an expanded presentation of that specific industry.
- Click on the name in the pop-up box to get a list of the materials for that industry.
- An [accessible version](#) is also available.



Browsing by Industry

[HOME](#) [ABOUT](#) [BROWSE ▾](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)



open for learning

[Home](#) > [Browse by Industry](#)

Browse all of SkillsCommons

- [Grant Projects](#)
- [Material Type](#)
- [Credential Type](#)
- [Institution](#)
- [Industry](#)
- [Industry \(Wheel\)](#)

Statistics


- [Most Popular Items](#)
- [Most Popular Material Types](#)

Browsing by Industry

- [Developmental Education](#) (1659)
- [\[11\] Agriculture, Forestry, Fishing and Hunting](#) (88)
 - [\[11\] Agriculture, Forestry, Fishing and Hunting](#) (54)
 - [\[111\] Crop Production](#) (28)
 - [\[111\] Crop Production](#) (24)
 - [\[1113\] Fruit and Tree Nut Farming](#) (4)
 - [\[112\] Animal Production and Aquaculture](#) (6)
- [\[21\] Mining, Quarrying, and Oil and Gas Extraction](#) (342)
 - [\[21\] Mining, Quarrying, and Oil and Gas Extraction](#) (42)
 - [\[212\] Mining \(except Oil and Gas\)](#) (160)
 - [\[212\] Mining \(except Oil and Gas\)](#) (6)
 - [\[2121\] Coal Mining](#) (154)
 - [\[211\] Oil and Gas Extraction](#) (140)
 - [\[211\] Oil and Gas Extraction](#) (7)
 - [\[2111\] Oil and Gas Extraction](#) (133)
- [\[22\] Utilities](#) (140)
 - [\[22\] Utilities](#) (10)
 - [\[221\] Utilities](#) (130)
 - [\[221\] Utilities](#) (9)
 - [\[2211\] Electric Power Generation, Transmission and Distribution](#) (104)
 - [\[2213\] Water, Sewage and Other Systems](#) (17)
- [\[23\] Construction](#) (205)
 - [\[23\] Construction](#) (119)
 - [\[236\] Construction of Buildings](#) (39)
 - [\[236\] Construction of Buildings](#) (35)
 - [\[2361\] Residential Building Construction](#) (4)
 - [\[238\] Specialty Trade Contractors](#) (47)
 - [\[238\] Specialty Trade Contractors](#) (27)
 - [\[2389\] Other Specialty Trade Contractors](#) (20)

Refine Search Results

[HOME](#) [ABOUT](#) [BROWSE](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)


open for learning

[Home](#) > [Search](#)

[Advanced search](#)

Results 1-10 of 1310

sort by: [relevance](#) | [newest first](#) | [oldest first](#)

Industry

- Manufacturing -- Miscellaneous Manufacturing (339) (334)
- Manufacturing -- Fabricated Metal Product Manufacturing (332) (135)
- Manufacturing -- Machinery Manufacturing -- Metalworking Machinery Manufacturing (3335) (108)
- Manufacturing -- Machinery Manufacturing (333) (106)
- Manufacturing -- Fabricated Metal Product Manufacturing -- Machine Shops; Turned Product; and Screw, Nut, and Bolt Manufacturing (3327) (94)
- Manufacturing -- Transportation Equipment Manufacturing -- Aerospace Product and Parts Manufacturing (3364) (84)
- Manufacturing -- Miscellaneous Manufacturing -- Other Miscellaneous Manufacturing (3399) (56)
- Manufacturing -- Primary Metal Manufacturing (331) (55)

MFG124 Introduction to Industrial Blueprint Reading

Assignment
Manchester Community College

First course in blueprint reading. The study of orthographic projection. Topics include lines and their uses, auxiliary views, sectional views, basic and special dimensioning practices for hole, chambers, angle, tapers, key ways diameters and radii. Also, geometric tolerancing and dimensioning is co . . .

MFG105 Mathematics for Manufacturing

Assignment
Manchester Community College

Second course in manufacturing mathematics. A further study of arithmetic and trigonometric operations applied to manufacturing circumstances. The following geometric entities are studied in detail: the circle, regular, and irregular polygons, the right triangle and oblique triangles. The applica . . .

Introduction to Manufacturing

Syllabus
Central Lakes College

This course provides a basic overview of basic manufacturing processes and career opportunities within manufacturing. Students will participate in a manufacturing simulation in which they will analyze the manufacturing process for a product and redesign the process to incorporate a teaming approach. . . .

Refine Search Results

Material Type

- Hybrid/Blended Course (305)
- Animation (225)
- Reference Material (220)
- Presentation (204)
- Syllabus (186)
- Assignment (158)
- Tutorial (153)
- Collection (145)
- Online Course (128)
- Simulation (126)
- ... View More

Credential Type

- Certificate (783)
- Associate Degree (596)
- Stacked/Laticed Credential Model (510)
- Diploma (251)
- Credential (160)
- None (102)
- Bachelors Degree (18)
- Other (17)
- III (4)

Institution

- Eastern Iowa Community College (124)
- Wallace State Community College - Hanceville (83)
- Wichita Area Technical College (64)
- Community College System of New Hampshire (55)
- Spokane Community College (52)

Engineering Product Design (MN-271) Course Syllabus

CNC Machining Program Assessment

Assessment Tool

Delaware County Community College

CNC Machining Program Assessment

NCMC Articulation Agreement

Articulation Processes and Agreement

St. Louis Community College

Articulation Agreement

Outreach: CNC Machining and Composites Manufacturing Program Fact Sheet

Recruitment and Outreach

Anne Arundel Community College

Fact sheet for CNC Machining and Composites Manufacturing Program.

Combination Electrical Circuits Powerpoint

Animation

Community College of Allegheny County

Combination Electrical Circuits Powerpoint

OTC Articulation Agreement

Articulation Processes and Agreement

St. Louis Community College

Articulation Agreement

1 2 3 4 131 Next Page ...

Description of Content


[HOME](#) [ABOUT](#) [BROWSE](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)


SKILLS COMMONS
open for learning

Home > [Air Washington](#) > [Learning Resources Collection](#) > [View Item](#)

Direct Current Lab Electricity - SkillsCommons Large File Makeover Example

In this lab experiment, the student will connect a simple series DC circuit then take measurements for resistance, voltage, and current with a digital multimeter (DMM) and an analog volt-ohm-milliammeter (VOM). This material was extracted from a course zip file also located in SkillsCommons to illustrate the Large File Makeover process. See the "Derivative Work from Other's Material" field below to view the original submission.

 [DC Lab_Electricity_rev03.pdf](#) (586 KB)

 [DC-Lab_Electricity_rev03](#) (1 MB)

Did you download this item? We value your feedback, and it'll only take a minute

Date:
2014

Primary Material Type:
Tutorial

Institution:
Spokane Community College

Project Name:
Air Washington

TAACCCT Round:
1

Industry / Occupation

Industry Sector:
Manufacturing -- Computer and Electronic Product Manufacturing -- Navigational, Measuring, Electromedical, and Control Instruments Manufacturing (3345)

Occupation:
Installation, Maintenance, and Repair Occupations -- Avionics Technicians(49-2091)

Education / Instructional Information

Instructional Program:
Engineering Technologies/Technicians (15)

Browse all of SkillsCommons

- Grant Projects
- Material Type
- Credential Type
- Institution
- Industry
- Industry (Wheel)

Browse this Collection

- Material Type
- Credential Type
- Institution
- Industry
- Industry (Wheel)


Statistics

- Most Popular Items
- Most Popular Material Types

Download the Content




[HOME](#) [ABOUT](#) [BROWSE](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)



open for learning

[Home](#) > [Air Washington](#) > [Learning Resources Collection](#) > [View Item](#)

Direct Current Lab Electricity - SkillsCommons Large File Makeover Example

In this lab experiment, the student will connect a simple series DC circuit then take measurements for resistance, voltage, and current with a digital multimeter (DMM) and an analog volt-ohm-milliammeter (VOM). This material was extracted from a course zip file also located in SkillsCommons to illustrate the Large File Makeover process. See the "Derivative Work from Other's Material" field below to view the original submission.

 [DC Lab_Electricity_rev03.pdf](#) (586 KB)

 [DC-Lab_Electricity_rev03](#) (1 MB)

[Did you download this item? We value your feedback, and it'll only take a minute](#)

Date:
2014

Primary Material Type:
Tutorial

Institution:
Spokane Community College

Project Name:
Air Washington

TAACCCT Round:
1

Industry / Occupation

Industry Sector:
Manufacturing -- Computer and Electronic Product Manufacturing -- Navigational, Measuring, Electromedical, and Control Instruments Manufacturing (3345)

Occupation:
Installation, Maintenance, and Repair Occupations -- Avionics Technicians(49-2091)

Education / Instructional Information

Instructional Program:
Engineering Technologies/Technicians (15)

Browse all of SkillsCommons

- [Grant Projects](#)
- [Material Type](#)
- [Credential Type](#)
- [Institution](#)
- [Industry](#)
- [Industry \(Wheel\)](#)

Browse this Collection

- [Material Type](#)
- [Credential Type](#)
- [Institution](#)
- [Industry](#)
- [Industry \(Wheel\)](#)

Statistics

- [Most Popular Items](#)
- [Most Popular Material Types](#)

FAQs for Downloading



[HOME](#) [ABOUT](#) [BROWSE +](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

Frequently Asked Questions (FAQs)

[Home](#) > Frequently Asked Questions (FAQs)

[Support Center Home](#)

Downloading Material from SkillsCommons

Q: I downloaded a folder with an extension .imsc however, I am unable to view the contents. Is it possible to view the contents of this folder?

Answer: When downloading, moving, or sending many files, it can be convenient to first compress into a single file the set of many files. This single file is referred to as an archive or "zip" file. An IMS Common Cartridge is such an archive with an extension of "imsc". Many Learning Management Systems (LMS) can export and import a course's files in this format. To view the content of the "imsc" file, simply rename the file's extension to "zip". Your operating system should then offer a way to uncompress the file, by clicking on it, through a file menu, or tool such as Winzip on Windows and unzip on a Mac. Note that to import the content into an LMS, refer to the imsc file and not its expanded folder of files.

Q: I downloaded a zip folder but could not open any of the files?

Answer: A "zip" file is a compressed set of files that have been gathered into a single file for convenience. Some browsers are configured to download a zip file and expand the zip into a folder of files while other browsers leave the "zip" uncompressed. Given a zip file, uncompress the file, by clicking on it, through a file menu, or tool such as Winzip on Windows and unzip on a Mac. A zip can contain many types of files. Some files can be viewed simply by selecting them or double-clicking on them. Other files may be specific to an application that you must have installed before the file can be launched. For example, a file with the extension "doc" likely is intended for Microsoft Word and you will need that application installed before the file can be viewed.

Q: I downloaded a zip folder with a SCORM package in it, I am unable to view the contents. Is it possible to view the SCORM package?

Answer: SCORM, or Sharable Content Object Reference Model, is a specification for how a set of files are packaged and played. A SCORM file is really an archive or compressed set of files. To view the content of the SCORM file with the extension "zip", uncompress the file, by clicking on it, through a file menu, or tool such as Winzip on Windows and unzip on a Mac. If the file extension is not "zip", rename it to "zip" first. To run a SCORM file, you need a SCORM player, which is included with many Learning Management Systems (LMS). You can also run a SCORM file in a more limited way from your web browser by clicking on the launch HTML file, which might be named index.html, story_html5.html, or similar.

FAQs for Downloading



[HOME](#) [ABOUT](#) [BROWSE +](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

Frequently Asked Questions (FAQs)

[Home](#) > [Frequently Asked Questions \(FAQs\)](#)

[Support Center Home](#)

Reusing Materials from SkillsCommons

[Q: I am reusing material I found on SkillsCommons, how do I give proper attribution using the CC-BY license?](#)

Answer: Please refer to the [Guide for Attribution of CC-BY Licensed Material for Derivative Works](#).

[OPEN Attribution Builder](#) is a free online Attribution Builder available from Washington State Board for Community and Technical Colleges (SBCTC). SBCTC built this Attribution Builder as part of their involvement with Creative Commons in providing support for TAACCCT grantees.

We are committed to be here
after TAACCCT funding ends

Support Center Resources



[HOME](#) [ABOUT +](#) [BROWSE +](#) [CONTRIBUTE](#) **[SUPPORT](#)** [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

Support Center

Need Assistance? Please choose from the options below or contact us at support@skillscommons.org



[Contribute & Manage Materials](#)



[Creative Commons
Licensing Requirements](#)



[Accessibility Requirements](#)



[Discover Materials](#)




[Revise & Reuse Materials
\(How To\)](#)



[Makeover Materials
\(How To\)](#)

Search Support & Connect

type here... 

Quick Links

[Accessibility Requirements](#)
[CC-BY License Requirements](#)
[Editing Submissions](#)
[How To Closeout My Grant](#)
[How To Find Materials](#)
[Learning Resources & Program Support Materials - What's the difference?](#)
[Prepare Materials to Upload](#)
[Subject Matter Experts](#)

Recent FAQs

Q: I am reusing material I found on SkillsCommons, how do I give proper attribution using the CC-BY license?

Q: What are the recommended file formats for digital assets that will be uploaded to SkillsCommons?

Q: Do we need to include the Disclaimer of the U.S. Department of Labor as the

Creative Commons License



[HOME](#) [ABOUT](#) [BROWSE](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

Support Center

Need Assistance? Please choose from the options below or contact us at support@skillscommons.org



[Contribute & Manage Materials](#)



[Creative Commons
Licensing Requirements](#)



[Accessibility Requirements](#)



[Discover Materials](#)



[Revise & Reuse Materials
\(How To\)](#)



[Makeover Materials
\(How To\)](#)



[Frequently Asked Questions](#)



[Assuring the Quality of
Online and Hybrid Courses](#)



[Enabling Others to
Reuse Your Materials](#)

Search Support & Connect

type here...



Quick Links

[Accessibility Requirements](#)
[CC-BY License Requirements](#)
[Editing Submissions](#)
[How To Closeout My Grant](#)
[How To Find Materials](#)
[Learning Resources & Program Support Materials - What's the difference?](#)
[Prepare Materials to Upload](#)
[Subject Matter Experts](#)

Recent FAQs

Q: I am reusing material I found on SkillsCommons, how do I give proper attribution using the CC-BY license?

Q: What are the recommended file formats for digital assets that will be uploaded to SkillsCommons?

Q: Do we need to include the Disclaimer of the U.S. Department of Labor as the Funder of the Project on the materials we are uploading to SkillsCommons?

Q: What material is required to be uploaded to SkillsCommons?

Q: What is the Creative Commons licensing requirement for a course that is a mix of content developed using TAACCCT grant funds with existing content that was not developed with TAACCCT grant funds? Are we required to apply a CC-BY license and upload all the course content to SkillsCommons or just the portion developed with TAACCCT grant funds?

“The purpose of the [CC BY licensing](#) requirement is to ensure that materials developed with funds provided by these grants result in work that can be [freely reused and improved by others.](#)”

Creative Commons Attribution Statement



Revise & Reuse Open Educational Resources

[Home](#) > [Revise & Reuse Open Educational Resources](#)

[Support Center Home](#)

The CC BY Creative Commons license on SkillsCommons materials provides opportunities for other grantees, other institutions and other users to revise and reuse the materials in a variety of ways to create “derivative works” that could better serve the needs of different learners in different contexts with different technologies.

Guides and Use Cases for Reuse

FORMS OF REUSE AND DERIVATIVE WORKS: UNDERSTANDING THE POWER OF THE CC BY LICENSE [Listen](#)

This user guide provides a wide range of illustrations of reuse and derivative works that can help you realize the reusable value of your materials.

USE CASE FOR A CAMPUS PROGRAM MANAGER REUSING MATERIALS IN SkillsCommons [Listen](#)

This user guide provides you a story (“use case”) about how a community college program manager needs to create a workforce development certificate in foundational math skills for a local construction company and the use of materials in SkillsCommons.org to achieve their goals quickly and inexpensively.

GUIDE FOR ATTRIBUTION OF CC-BY LICENSED MATERIAL FOR DERIVATIVE WORKS [Listen](#)

This guide provides you with a template and examples for proper attribution of CC-BY licensed material that is a derivative of another’s material.

- [OPEN Attribution Builder](#) is a free online Attribution Builder available from Washington State Board for Community and Technical Colleges (SBCTC). SBCTC built this Attribution Builder as part of their involvement with Creative Commons in providing support for TAACCCT grantees.

Open Attribution Builder



The logo for Open Attribution Builder, featuring the word "OPEN" in a stylized font inside a dark square, followed by the text "Attribution Builder" in a teal font.

about

Title ?
Content Item Title

URL: URL of the content item

Author ?
Author name

URL: URL of the author page

+ Organization ?

+ Project ?

Attribution ?

License ?
Choose a license...
Attribution (CC BY)
Attribution-ShareAlike (CC BY-SA)
Attribution-NoDerivs (CC BY-ND)
Attribution-NonCommercial (CC BY-NC)
Attribution-NonCommercial-ShareAlike (CC BY-NC-SA)
Attribution-NonCommercial-NoDerivs (CC BY-NC-ND)
Public Domain (General)
Public Domain (CC0)

Version 4.0

☐ This work is a derivative ?

URL: URL of original work

clear and start over

Open Attribution Builder is licensed under [CC BY 4.0](#). Managed by [WA SBCTC](#).



Check out the [Open Washington website](#) for more open educational resources

Accessibility Guidelines Quality Assurance Guidelines

SKILLS
COMMONS

SKILLS COMMONS
open for learning

SUPPORT SERVICES CENTER

HOME ABOUT BROWSE CONTRIBUTE SUPPORT CONTACT LOGIN

Accessibility Requirement Guidelines

[Support Center Home](#)

Satisfying the Accessibility Requirements

The California State University and MERLOT (Multimedia Educational Resources for Learning and Online Teaching) developed a set of accessibility "checkpoints" to help TAACCT grantees evaluate the accessibility of their contributions of Open Educational Resources (OER) to the TAACCT repository, SkillsCommons. CAST, a partner in the TAACCT Learning Network and the CSU Accessible Technology Initiative contributed the references and support resources to help TAACCT grantees learn how best to design, evaluate, and remediate their Open Educational Resources (OER) to maximize the accessibility of the learning resources for all.

Accessibility Checkpoints and Instruction Guide



The Accessibility Checkpoints [[WORD](#) | [PDF](#)]

These checkpoints are meant to guide your TAACCT grant team in their evaluation of the accessibility of the educational materials your grant produced. Once completed, this document should be uploaded to the repository along with the corresponding material.



Instruction Guide for Completing the Accessibility Checkpoints [[WORD](#) | [PDF](#)]

This instruction guide provides "reference materials" for each criteria which should help your team reliably learn and apply the checkpoints for your contributions to the SkillsCommons repository. Most of the resources are comprehensible by faculty and instructional designers and a few resources are much more technically oriented (e.g. structural mark-up section).

Additional Accessibility Guides & Resources

The additional resources, guides and websites listed below provide you some basic support for addressing the accessibility requirements of commonly used file formats.

- [Creating Accessible Word Documents](#) [[WORD](#) | [PDF](#)]
- [Creating Accessible PowerPoint Documents](#) [[WORD](#) | [PDF](#)]
- [Creating Accessible PDF Documents](#) [[WORD](#) | [PDF](#)]
- An overview of accessibility and other resource documents for instructional materials
 - [Accessible Technology Resources for Teaching and Learning](#)
 - [Affordable Learning Solutions Accessibility](#)
- Orientation to Universal Design for Learning: Meeting TAACCT Requirements (3/30/2015) [[Webinar](#)]
- Looking for accessibility experts and expert accessibility organizations that can help you design in and evaluate the accessibility of your grant-produced materials?
 - MERLOT's Open Educational Resources (OER) Accessibility Website provides you:
 - A listing of accessibility experts and expert accessibility organizations
 - Resources to help you learn more about accessibility strategies and evaluation
 - Get the latest news about accessibility issues
- CAST's Universal Design for Learning Accessibility Website
- SkillsCommons Accessibility Support Strategy

SKILLS COMMONS
open for learning

HOME ABOUT BROWSE CONTRIBUTE SUPPORT CONNECT CONTACT LOG

Assuring the Quality of Online & Hybrid Courses

[Support Center Home](#)

The resources below provide information, evaluation rubrics, and access to experts that can support your team's design of high quality teaching and learning within online and hybrid courses. The California State University has organized all these sources for you to use as a "one-stop-shop" for information about [quality assurance strategies for online and hybrid courses](#). The California State University also has developed and implemented a free quality assurance evaluation rubric for online and hybrid courses ([Quality Online Learning and Teaching, QOLT](#)) over the last 4 years that you can use to guide and assess the quality of your TAACCT OER courses.

Download the QOLT Rubric below and use it to evaluate your online or hybrid course. You can then upload the completed rubric in SkillsCommons as evidence of the quality of the instructional design of your OER.

- [Quality Online Learning and Teaching \(QOLT\) Instrument](#)   [Listen](#)

There are nationally recognized quality assurance organizations that you can join to support designing quality instruction into your programs. These organizations provides excellent professional development programs and well-researched and reliable rubrics for evaluating the quality of online and hybrid courses.

- [Quality Matters: A National Benchmark for Online Course Design](#)
- [Online Learning Consortium and their Quality Scorecard program](#)
- University Professional and Continuing Education Association (UPCEA) Hallmarks of Excellence In Online Leadership 



CONNECT Center

SKILLS
COMMONS

Connect with Communities

Home > Connect with Communities

Find – Communicate – Contribute – Improve



Connect with

TAACCT Services

Connect



Connect at

Upcoming Conferences

Connect



Connect with

IMPACTcommunities

Connect



Connect through

Social Media

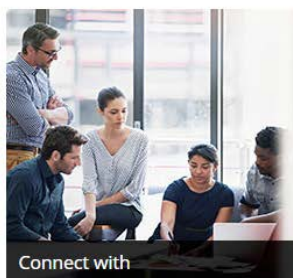
Connect



Connect by

Industry

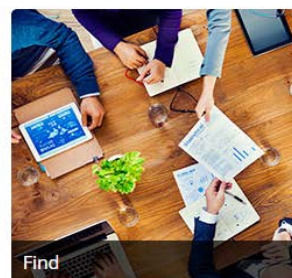
Connect



Connect with

Technology Partners

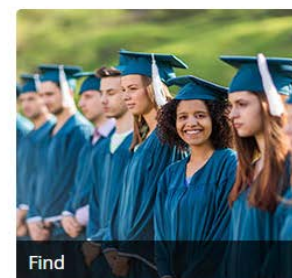
Connect



Find

Grant Projects

Find



Find

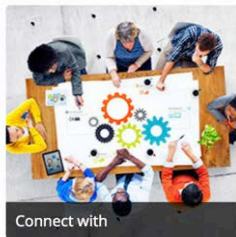
Community &
Technical Colleges

Find

Connect with Communities

[Home](#) > [Connect with Communities](#)

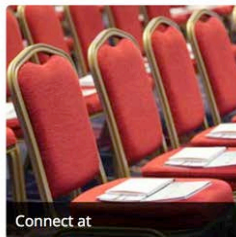
Find - Communicate - Contribute - Improve



Connect with

TAACCCT Services

Connect



Connect at

Upcoming Conferences

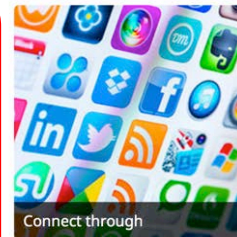
Connect



Connect with

IMPACT*communities*

Connect



Connect through

Social Media

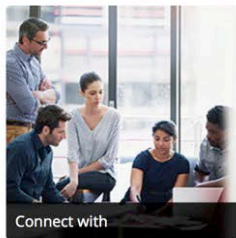
Connect



Connect by

Industry

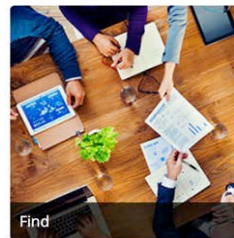
Connect



Connect with

Technology Partners

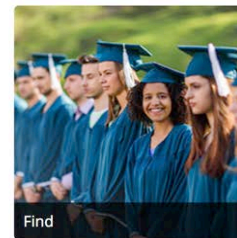
Connect



Find

Grant Projects

Find



Find

Community &
Technical Colleges

Find

What Are IMPACTcommunities?



[HOME](#) [ABOUT](#) [BROWSE](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

SkillsCommons IMPACTcommunities

[Home](#) > SkillsCommons IMPACTcommunities

[Back to Connect Center](#)

What Are IMPACTcommunities?

IMPACTcommunities are comprised of TAACCCT grantees, community colleges, industry sectors, professional organizations, national/state/local workforce development programs, and others interested in leading and participating in essential and sustainable initiatives that advance workforce development programs. IMPACTcommunities evolve as collaborative problem solving processes to common challenges found in higher education today.

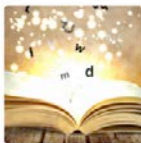
Our goal for the IMPACTcommunities is to enable affordable innovations in workforce education and workforce development programs to be easily and widely adopted and adapted by teachers, learners, industries, and professional organizations. This focus is designed to help scale the benefits of the US Department of Labor's TAACCCT investment in workforce development programs at community colleges across America.

SkillsCommons is leading these efforts as part of its sustainability strategy for TAACCCT and will be leveraging the extensive experience and technology infrastructure of MERLOT as part of our strategy.

Learn more about our [SkillsCommons Sustainability Strategy](#). (PPT)

Learn more about [SkillsCommons IMPACTcommunities: Sustaining and Scaling Impact through TAACCCT Communities](#) (TLN Blog Post)

Be a Part of the StoryTelling Network



StoryTelling Network

Purpose: To use storytelling as a way to share solutions to the challenges of workforce development in higher education. This community will span all industry sectors and may include broad scale discussions of student engagement in learning, successful completion of skills development programs, job placement, building partnerships and pathways, and others. [Learn more...](#)

We want to help share your story! Join the movement to share TAACCCT successes and challenges overcome. Fill out our [Tell Your Story](#) form and get started today.

Join Us!

1. [Sign up](#) as a member of [MERLOT Voices](#) website (it is FREE and Easy).
2. You'll receive an email asking you to confirm your registration within MERLOT Voices.
3. Join the specific [StoryTelling Network Community Conversation](#)
4. Explore the discussion forums and resources and PARTICIPATE!

Be a Part of the Industry Expert to Expert Teacher (IE2ET) Network



Purpose: To support workforce development programs across all industry sectors preparing industry experts to become excellent teachers. This community will focus specifically on building an open access library of videos, tools, and resources for exemplary teaching practices that individuals and community colleges can easily and freely adopt and adapt to produce successful transitions of industry experts into expert teachers.

Join our online community forums for the IE2ET at our MERLOT Voices website. MERLOT Voices is a collection of over 100 online communities forums led by a wide range of individuals and groups. We have biweekly conference calls to keep our project moving forward, and you can review our activities and progress at the IE2ET Community website within MERLOT Voices.

StoryTelling Community

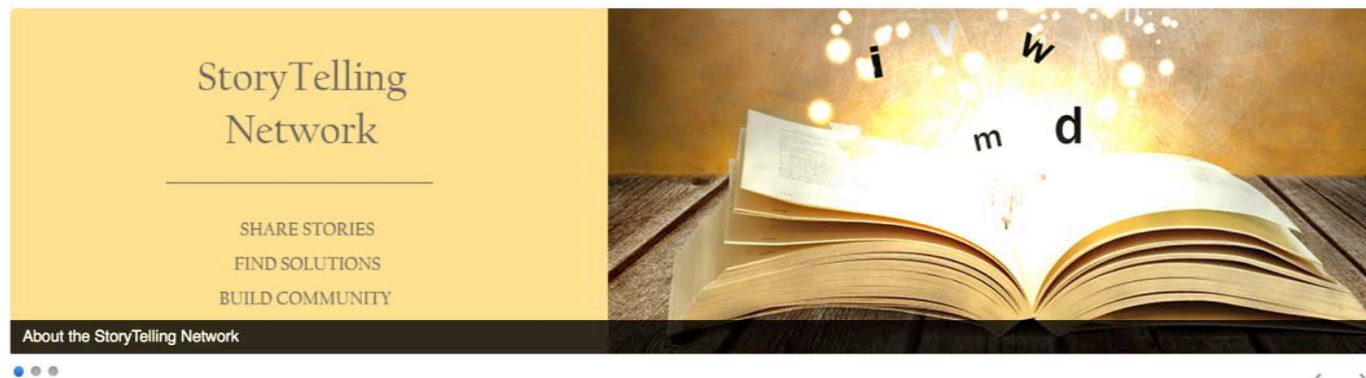
SKILLS
COMMONS



[HOME](#) [ABOUT +](#) [BROWSE +](#) [CONTRIBUTE](#) [SUPPORT](#) [CONNECT](#) [SHOWCASES](#) [CONTACT](#) [LOGIN](#)

StoryTelling Network

🏠 Home > StoryTelling Network



Welcome To The StoryTelling Network

Purpose: To use storytelling as a way to share solutions to the challenges of workforce development in higher education. This *community* spans all industry sectors and may include broad scale discussions of student engagement in learning, successful completion of skills development programs, job placement, building partnerships and pathways, and others.

Join our online community forums for the [StoryTelling Network at our MERLOT Voices](#) website. MERLOT Voices is a collection of over 100 online communities forums led by a wide range of individuals and groups. We have monthly conference calls to keep our project moving forward and you can review our activities and progress at the Story Telling Community website within MERLOT Voices.

[About StoryTelling Network](#)

[Hear Other's Stories](#)

[Tell Your Story](#)

Ready To Tell Your Story?

Your story can offers solutions to common problems, encourage sustainability as well as leverage learning for those who come after you. Your story is important and we would love to help you tell it in the best way possible.

Get started today! [Tell Your Story](#)

Still unsure? - [Learn How To Effectively Tell Your Story](#)

Join the Story Telling Community

SKILLS
COMMONS

[Sign Up](#) [Sign In](#)



MERLOT VOICES

Putting Educational Innovations into Practice. Meet and discuss teaching

[Main](#) [My Page](#) [Members](#) [Discussion Forums](#) [Community Conversations](#) [Videos](#) [Chat](#)

[All Groups](#) [My Communities](#)



IMPACT StoryTelling Network: An IMPACTcommunity

Created by [Maria Fieth](#)

[View Communities](#)

Information



Using storytelling to share solutions for challenges found in today's higher education settings.

Members: 18
Latest Activity: **on Wednesday**

[Share](#) [Facebook](#) [Tweet](#)

Members (18)



[View All](#)

Community Conversations



HBCU SUMMIT @ INNOVATE

25 members



SUSCOLP

1 member



Credit Card Education

1 member



HIP - Palo Alto

1 member



IMPACT StoryTelling Netw...

18 members



Resiliency Network: An I...

9 members



IE2ET: An IMPACTcommuni

Discussion Forum



From Passive Attendee to Active Participant: My experience at OLC-MERLOT TAACCCT@INNOVATE2016

From Passive Attendee to Active Participant: My experience at OLC-MERLOT TAACCCT@INNOVATE2016 Building community is one of the themes of OLC MERLOT's TAACCCT@Innovate. Hosted by CSU MERLOT's SkillsCommons, the TAACCCT@Innovate strand of the OLC Conference held in April of last year was as inspiring and diverse as the host city of New Orleans. There was a plethora of sessions from which to choose: workshops, roundtable discussions, and educational sessions.

Pages (3)

[Resources](#)
[Meeting Agendas and](#)

Questions/More Information



support@skillscommons.org

Rick Lumadue: Associate Director & Grantee Relations,
SkillsCommons, rlumadue@calstate.edu



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

This workforce solution was created through a cooperative agreement between the U.S. Department of Labor's Employment and Training Administration and the California State University-Multimedia Educational Resource for Learning and Online Teaching (MERLOT).

Thank you!

Please take a moment to participate in
our
[Feedback Survey](#)