Sample Module Layout

For many instructors, teaching in the blended/online environment is not what they expected! When faced with the challenge of teaching online, faculty members often struggle with the process of how to translate the course content into the online teaching environment. While there is no one-size-fits-all formula for developing an online course, there are common components, criteria, and guidelines that faculty can adapt to their needs and requirements. This sample module template offers one means through which instructors can supply information to their learners in a consistent style and format.

Title
Make a creative title for your module that helps tell the story of your syllabus.

Module Overview/Introduction
This section offers students a brief introduction to the new module and explains what students will do and how to navigate the module. May include information on the importance, relevance, history, context, applications to career, connections to past or future content etc.

Module Objectives
You may wish to begin this section with “After completing this module, a student should be able to.” or similar wording.

Make sure objectives are specific, action-oriented and measurable. Avoid vague language. Reflect on who your students are and what you wish for them to be able to do upon completion of the module.

Learning Activities
Include lecture, reading assignments, other activities and assignments in this section.

Assessments
May also be titled “Graded Assignments”, “Evaluations” etc.

Assessments can be formative (activities that assess student progress as they develop skills and abilities) or summative (activities that summarize learning over a longer period of development like mid-term and final exams). It is recommended that formative assessments be included as well as summative ones.

Include due dates or deadlines with each assessment.

Optional Activities/Resources
Include ancillary activities in which a learner may engage to meet the objectives for the module. These might include additional videos, learning games, visits to other websites etc.