

While this is an example from a hybrid course, you could easily adapt for a traditional face-to-face course, with rows for each week and/or course meeting.

Dates & Module	Course Outcome(s) Covered	Attend	Read	Watch	Turn-in
Week of July 20 <b>MODULE 1</b> <b>MINDSET</b>  Note all links to Read & Watch are in module.  Everything will be turned-in through Blackboard by Sunday at 11:59pm.	Students will be able to articulate aspects of a growth mindset.  Students will be able to reflect on their mindset towards college.	<b>Group 1:</b> Attend class M; Watch through <a href="#">CLASS LINK</a> on W & F  <b>Group 2:</b> Attend class W; Watch through <a href="#">CLASS LINK</a> on M & F  <b>Group 3:</b> Attend class F; Watch through <a href="#">CLASS LINK</a> on M & W	Dweck pp. 5-15  Three Mindset Shifts Article	TEDx Talk (Briceno)	Discussion Board Posts  Growth Mindset Concept Map  Journal Entry #1

This example is from an online course but note how the use of icons points to what students need to be doing.

Aug. 19:  
 Read Clark and Mayer pages 14-75  
 In the online classroom, we will meet to  
 Discuss of your current thesis topic ideas  
 How to choose when you have multiple topic ideas  
 How to refine your thesis topic to keep the scope reasonable  
 Looking at the work of other thesis writers  
 Getting a viable starting idea  
 Conducting preliminary research  
 IRB considerations  
 Choosing a thesis chair and committee  
 Your relationship with your chair and committee  
 Writing the proposal; topic and length expectations  
 Thesis proposal paperwork; scheduling your proposal defense  
 What to do/expect at the proposal defense

↑  
 This may be confusing

Here the content communicates clearly what is expected →

 **Level Activities**

Below is an outline of the items for which you will be responsible throughout the level.

LLO=Level Learning Objectives

 **Read**

Read the following early in the week to help you respond to discussion question(s) and to complete your assignment(s).

- Gamification in Education scholarly article (LLO1).
- 12 Examples of Gamification in the Classroom website (LLO2).

 **Watch**

Read or listen to the following instructional media early in the week.

- The Power of Gamification in Education video (LLO 1).
- Classroom Game Design: Paul Andersen at TEDx Bozeman video (LLO1).
- Gaming can make a better world video (LLO1).

 **Discuss**

Post response(s) to the following discussion prompt(s) no later than Wednesday of this week. Then follow-up on classmates' posts by Sunday of this week.

- Level 1: Discussion (LLO3)