The Development of a Curriculum Template for Applied Problem-Solving in Distance Education Learning Communities

Cyndi Rowland, Ph.D.
Center for Persons with Disabilities
Utah State University
U.S.A.
Cyndi@cpd2.usu.edu

Abstract: The purpose of this project is to create and evaluate a low cost multimedia curriculum tool (hybrid CD-ROM with Internet capabilities) that will assist students, particularly distance education students, to (a) apply and reflect upon what they have learned with instructor support and feedback, and (b) participate in a community of learners who engage in constructive problem-solving. The project will support nine field-tests across five disciplines found in postsecondary education. Given formative data at the conclusion of each field-test, the curriculum will be refined and readied for the next field test. Dissemination of the findings and use of the curricular tool and process is an important aspect of the project. Staff working on this innovative project hope to provide postsecondary educators with a low-cost, practical, and replicable solution to the problem of getting students to apply what they have learned in their coursework and to participate with communities of learners.

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