

# Tracking Cougar Curriculum



September 2017

## GENERAL EDUCATION CORE OBJECTIVES

- Critical Thinking
- Communication
- Empirical and Quantitative Skills
- Teamwork
- Personal Responsibility
- Social Responsibility

## FOUNDATIONAL COMPONENT AREAS (with credit hours)

- American History (6)
- Communication (6)
- Creative Arts (3)
- Government/Political Science (6)
- Language, Philosophy and Culture (3)
- Life & Physical Sciences (6)
- Mathematics (3)
- Social & Behavioral Sciences (3)
- Component Area Option [distributed across the components] (6)

## PULLING TOGETHER TO RAISE STUDENT AWARENESS

Our college-wide 2017-18 learning goal is to raise student awareness of Critical Thinking and Communication Skills. Teaching these two core objectives is inexorably linked and particularly challenging in the context of today's democratized communications. Please send us your response to one or both of the questions below. Excerpts will be published in future newsletters and your full commentary posted on the Curriculum page in CougarWeb.

1. Do today's truncated communications cultivate truncated critical thinking?
2. Has the brevity of our daily communications altered the public understanding of "standards" in written mechanics?

Submit replies to [KFenton@collin.edu](mailto:KFenton@collin.edu).

## CRITICAL THINKING ON THE GO

Check out [TXProfDev.org](http://TXProfDev.org), a Texas Higher Education Coordinating Board site that provides faculty with Critical Thinking resources, from classroom strategies and current research to definitions of critical thinking terminology like the one included below.

**Challenging Assumptions** - Examining unstated premises upon which a conclusion depends. Not only must we teach our students to challenge assumptions in the world around them, but we must challenge our own assumptions about what first-year students arrive on campus actually able to do.

## INSTRUCTIONAL DESIGN AND THE STUDENT LEARNING OUTCOMES

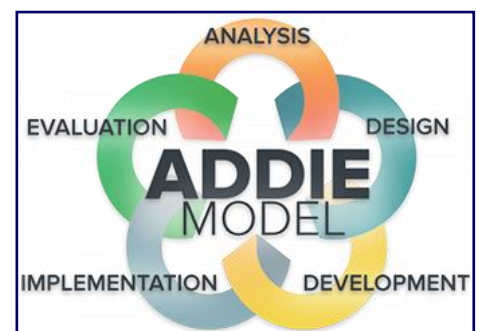
**ADDIE**, an acronym for Analysis, Design, Development, Implementation, and Evaluation, is one of the leading methodologies used to design a curriculum and its courses. Both versatile and flexible, it enables designer and content creator to collaborate for improvement with each iteration of the course.

**ANALYSIS:** Before designing a course, it is important to analyze the kind of information required.

**What are the learning goals/outcomes of the course?** What does the course aim to teach? Having goals that are measurable, described in detail, and clearly understood before the design process begins make it easier to proceed.

**Who is the audience for the course?** Knowing the specifics of the target audience has an impact on the course design. A clear understanding of the audience is necessary in order to select or create the right learning material to achieve the learning goals.

**How will the course be delivered?** Knowing the delivery method(s) will provide the designer and content creator a better understanding of the most effective technology to use since that is often a function of delivery modality.



For a detailed description of the first phase of ADDIE, visit [elearningindustry.com/getting-know-addie-analysis](http://elearningindustry.com/getting-know-addie-analysis).