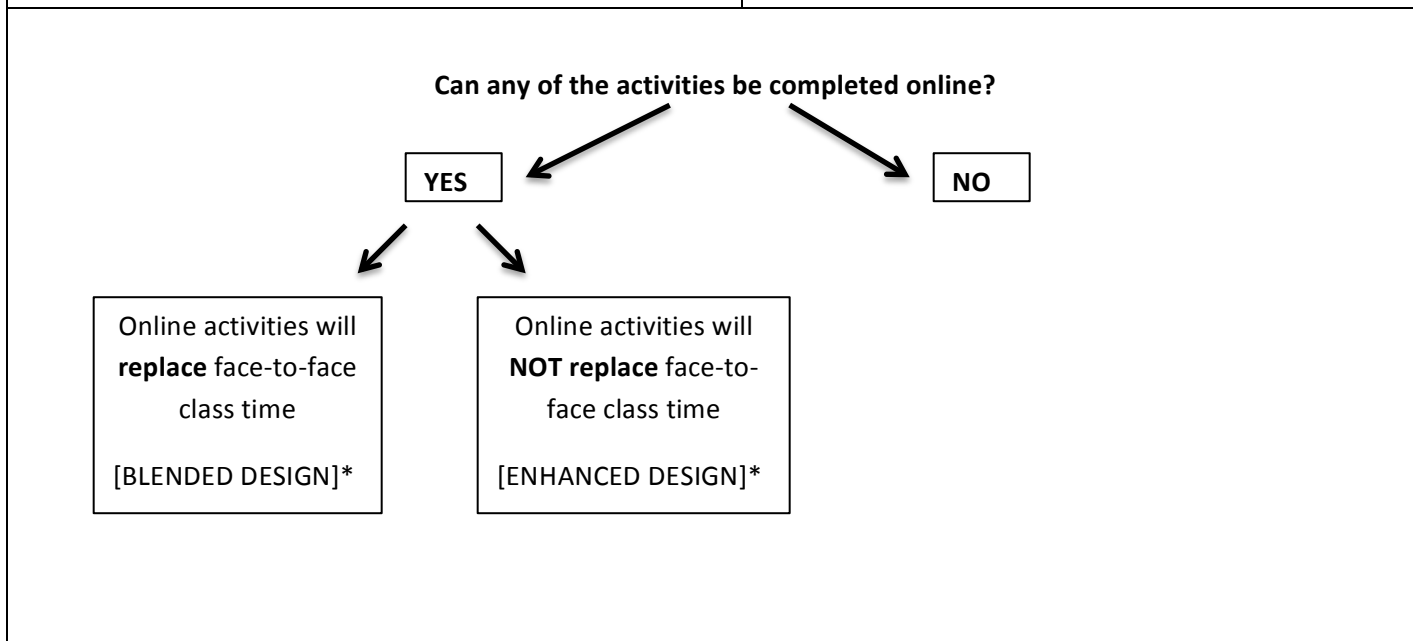|	
What is the **learning objective** for the class session? ("At the end of this unit students will be able to ….")	
What is the **level of learning**? (Bloom's Taxonomy: creating, evaluating, analyzing, applying, understanding, remembering)	
Teaching/Learning Activities: How will students learn to do this or practice it? What will they do? **Sample Active Learning strategies:** Think-Pair-Share; small group case discussion; Concept tests; Thinking-aloud pair problem solving; Focused listing; Question generating; Brainstorming; Role play; Lab activity/skill practice	
How might **technology** help students master this learning objective and/or increase student engagement in potential teaching/learning activities?	

Can any of the activities be completed online?

YES   NO

Online activities will **replace** face-to-face class time [BLENDED DESIGN]*	Online activities will **NOT replace** face-to-face class time [ENHANCED DESIGN]*

Break it down: Considering the context of your program, course, students, and technology… What will students do *before* class? What will students do *during* class? What will students do *after* class? What materials can be placed *online?*	
How will you **integrate the in- and out-of-class activities**? (ie. online content and face-to-face content)	
Assessment: How will you know if students have met this objective? How might they might demonstrate this in an authentic way (as close to real-life as possible)?	

*Our Definitions:
- Blended course: integration of online and face-to-face (FTF) learning in which a portion of the FTF time is replaced by online learning activities
- Enhanced course: integration of online technology into a FTF course to support active learning in which there is no reduction in FTF time