

MERLOT Review Template

Material Characterization

URL of material

Provide the URL of the material

Title of material

Identify a title for the material. If no title is not given, create one.

Disciplines

Identify the discipline(s) the material is relevant to

1. [Biochemistry and Biophysics](#)
2. [Biodiversity](#)
3. [Biology Education](#)
4. [Biotechnology and Bioinformatics](#)
5. [Botany](#)
6. [Cell and Molecular Biology](#)
7. [Comparative Anatomy and Physiology](#)
8. [Development and Embryology](#)
9. [Ecology and Conservation Biology](#)
10. [Evolutionary Biology](#)
11. [Genetics](#)
12. [Human Anatomy and Physiology](#)
13. [Life](#)
14. [Marine Biology](#)
15. [Medicine and Health](#)
16. [Microbiology](#)
17. [Mycology](#)
18. [Neuroscience](#)
19. [Zoology](#)

Description of material

Provide a brief description or overview of the material using a neutral point of view.

Keywords

Enter multiple keywords, separating them with a comma or semicolon. (200 character limit per keyword)

Material Type

Categorize as one of these:

1. **Animation:** Visually and dynamically presents concepts, models, processes, and/or phenomena in space or time. Users can control their pace and movement through the material typically, but they cannot determine and/or influence the initial conditions or their outcomes/results.
2. **Assessment Tool:** Forms, templates, and technologies for measuring teaching and/or learning performance
3. **Assignment:** Activities or lesson plans designed to enable students to learn skills and knowledge.
4. **Case Study:** A narrative resource describing a complex interaction of real life factors to help illustrate the impact and/or interactions of concepts and factors in depth
5. **Collection:** A meaningful organization of learning resources such as web sites, documents, apps, etc. that provides users an easier way to discover the materials.
6. **Development Tool:** Software development applications platforms for authoring technology-based resources (e.g. web sites, learning objects, apps.)
7. **Drill and Practice:** Requires users to respond repeatedly to questions or stimuli presented in a variety of sequences. Users practice on their own, at their own pace, to develop their ability to reliably perform and demonstrate the target knowledge and skills.
8. **ePortfolio:** A collection of electronic materials assembled and managed by a user. These may include text, electronic files, images, multimedia, blog entries, and links. E-portfolios are both demonstrations of the user's abilities and platforms for self-expression, and, if they are online, they can be maintained dynamically over time. An e-portfolio can be seen as a type of learning record that provides actual evidence of achievement.
9. **Hybrid/Blended Course:** The organization and presentation of course curriculum required to deliver a complete course that blends online and face-to-face teaching and learning activities.
10. **Learning Object Repository:** A searchable database of at least 100 online resources that is available on the Internet and whose search result displays an ordered list of items with a descriptive metadata. A webpage with a list of links is not a learning object repository
11. **Online Course:** The organization and presentation of course curriculum required to deliver a complete course fully online
12. **Online Course Module:** A component or section of a course curriculum that can be presented fully online and independent from the complete course.
13. **Open (Access) Journal – Article:** A journal or article in a journal that is free of cost from the end user and has a Creative Commons, public domain, or other public use license agreement.

14. **Open (Access) Textbook:** An online textbook offered by its author(s) with Creative Commons, public domain, or other public use license agreement allowing use of the ebook at no additional cost.
15. **Presentation:** Teaching materials (text and multimedia) used present curriculum and concepts.
16. **Quiz/Test:** Any assessment device intended to evaluate the knowledge and/or skills of learners
17. **Reference Material:** Material with no specific instructional objectives, similar to that found in the reference area of a library. Subject specific directories to other sites, texts, or general information are examples.
18. **Simulation:** Approximates a real or virtual experience in which users' actions affect the outcomes of tasks they have to complete. Learners determine and input initial conditions that generate output that is different from and changed by the initial conditions.
19. **Social Networking Tool:** Websites and apps that allows users to communicate with others connected in an electronic network of self-identified user groups for the purpose of sharing information, calls for actions, reactions, etc.
20. **Syllabus:** A document or website that outlines the requirements and expectations for completing a course of study.
21. **Tutorial:** Users navigate through a set of scaffolded learning activities designed to meet stated learning objectives, structured to impart specific concepts or skills, and organized sequentially to integrate conceptual presentation, demonstration, practice and testing. Feedback on learner performance is an essential component of a tutorial.
22. **Workshop and Training Material:** Materials best used in a workshop setting for the purpose of professional development.

Primary Audience

Choose all that apply:

1. Pre-K
2. Grade School
3. Middle School
4. High School
5. College General Ed
6. College Lower Division
7. College Upper Division
8. Graduate School
9. Professional

Authors

Identify the full name, email, and organizational affiliation of all authors.

Technical Formats

Choose all that apply:

1. Audio File (e.g. Podcast)
2. Common Cartridge
3. Document (e.g. Word)
4. Executable Program
5. Flash
6. Image
7. Java Applet
8. PDF
9. Presentation (e.g. PowerPoint)
10. SCORM
11. Spreadsheet (e.g. Excel)
12. Video
13. Website
14. Zip
15. Other

Technical Requirements

Identify any technical requirements such as specific software or apps needed to access the material.

Is this Resource a Mobile App?

Choose all that apply

1. Android
2. Blackberry
3. iOS (Apple)
4. Windows Mobile

Source Available:

Is the source code (HTML or other) available? Answer Yes, No, or Unsure.

Cost

Does the material cost money to access? Answer Yes, No, or Unsure.

Is Accessibility Information Available?

Determine if the material provides accessibility information. Answer Yes, No, or Unsure.

Creative Commons

Does the resource carry a Creative Commons copyright? Answer Yes, No, or Unsure.

Material Review General Information

Provide a general descriptive overview of the material. What is the subject matter, features and descriptions, uses and applications, type of material?

1. Overview: Describe the material. This can include subject matter, features and descriptions, uses and applications. This information is taken from the Description of Material, but can be expanded here.	
2. Type of material: Material types include: animation, assessment tool, assignment, case study, collection, development tool, drill and practice, e-portfolio, HSP interactive, hybrid or blended course, immersive technology/AR-VR, learning object repository, online course module, open (access) journal-article, open (access) textbook, presentation, quiz/test, reference material, simulation, social networking tool, syllabus, tutorial, workshop and training material.	
3. Technical requirements: This can include using a specific browser, software, plug-in, Java, HTML, Flash, etc.	
4. Identify Major Learning Goals: Describe the major learning goal(s). This includes the goal(s) or purpose(s) of site or goal(s) intended for the learner/user. The fields for this step will define how the material is used. Provide as much information as possible for goals, uses population and prerequisites. Use the learning goals provided in the material or write appropriate goals for the material.	
4. Recommended use(s): List the best use of the material, such as in-class, homework, individual, team, lecture, self-paced, etc.	
5. Target Population: Include who the material is designed for, what is the educational level, course or discipline area, other user groups such as faculty and special interest groups.	

6. Prerequisite knowledge or skills needed: List course or subject matter, computer skills, other miscellaneous skills required or needed for using the material.	
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Material Review Quality of Content

Evaluation: After reviewing the Learning Material, indicate a rating for each using a 1-5 scale, with increments of 0.25 where:

5 = Excellent or Strongly Agree

1 = Poor or Strongly Disagree

	1. Quality of Content – The Learning Material...	RATING
1	...presents information clearly	
2	...provides accurate information	
3	...provides complete information on concepts	
4	...provides information that is current	
5	...provides information that is supported by sources	
6	...summarizes the concept well	
7	...provides connections to related biology topics	
8	...demonstrates relationships between concepts	
9	...has good quality writing (free of typos)	
10		
11		
12		

	Enter numeric value that summarizes your individual ratings.	
Strengths: Describe the outstanding features of the quality of the learning material		
Concerns: Describe any problems in terms of quality. <i>NOTE: When a rating is < 5, concerns must be identified.</i>		
	2. Potential Effectiveness as a Teaching Tool/ This Learning Material...	RATING
1	...identifies learning objectives, goals, or outcomes	
2	...identifies prerequisite knowledge necessary to understand concepts	
3	...promotes conceptual learning	
4	...material is scaffolded appropriately	
5	...can be used to measure student learning outcomes	
6	...is possible to integrate into assignments or homework	
7	...can be used in a variety of ways	
8		
9		
	Enter numeric value that summarizes your individual ratings.	

Strengths: Identify the outstanding features of the possible effectiveness of the learning material for student learning.		
Concerns: Describe learning material in terms of student learning. <i>NOTE: When a rating is < 5, concerns must be identified.</i>		
	3. Ease of Use- This Learning Material...	RATING
1	...is easy to use and engaging	
2	...has clear instructions	
3	...is visually appealing	
4	...includes interactive elements	
5	...is of high design quality	
6	...all links work and are active	
7	...meets accessibility requirements, including ADA requirements	
8	...navigation and controls are intuitive	
9		
10		
	Enter numeric value that summarizes your individual ratings.	

Strengths: Indicate the outstanding features of the usability of the learning material	
Concerns: List problems in terms of usability. <i>NOTE: When a rating is < 5, concerns must be identified.</i>	
4. Provide an overall numerical rating for this Learning Material; determine your overall rating in .25 increments.	

Other issues: Other comments not already included in the review.
