Learning Outcomes should be measurable and can use the following template: "Students will be able to [verb/action phrase] in order to [why is this important?].

What methods or materials might you use to teach this in an iBook (e.g. tutorials, links):

LEARNING OUTCOME 1:

Students will be able to identify where and how to get research help from a librarian.

LEARNING OUTCOME 2:

Students will be able to locate an article relevant to the "problem."

LEARNING OUTCOME 3:

Problem scenarios should be ill-structured to leave room for students to explore (e.g. should the campus allow fracking/alcohol). *Consider the following questions to develop your problem:*

① What is relevant/interesting to students?

② What are problems that they likely don't know much about?

Check to be sure:

☐ The problem has more than one solution.

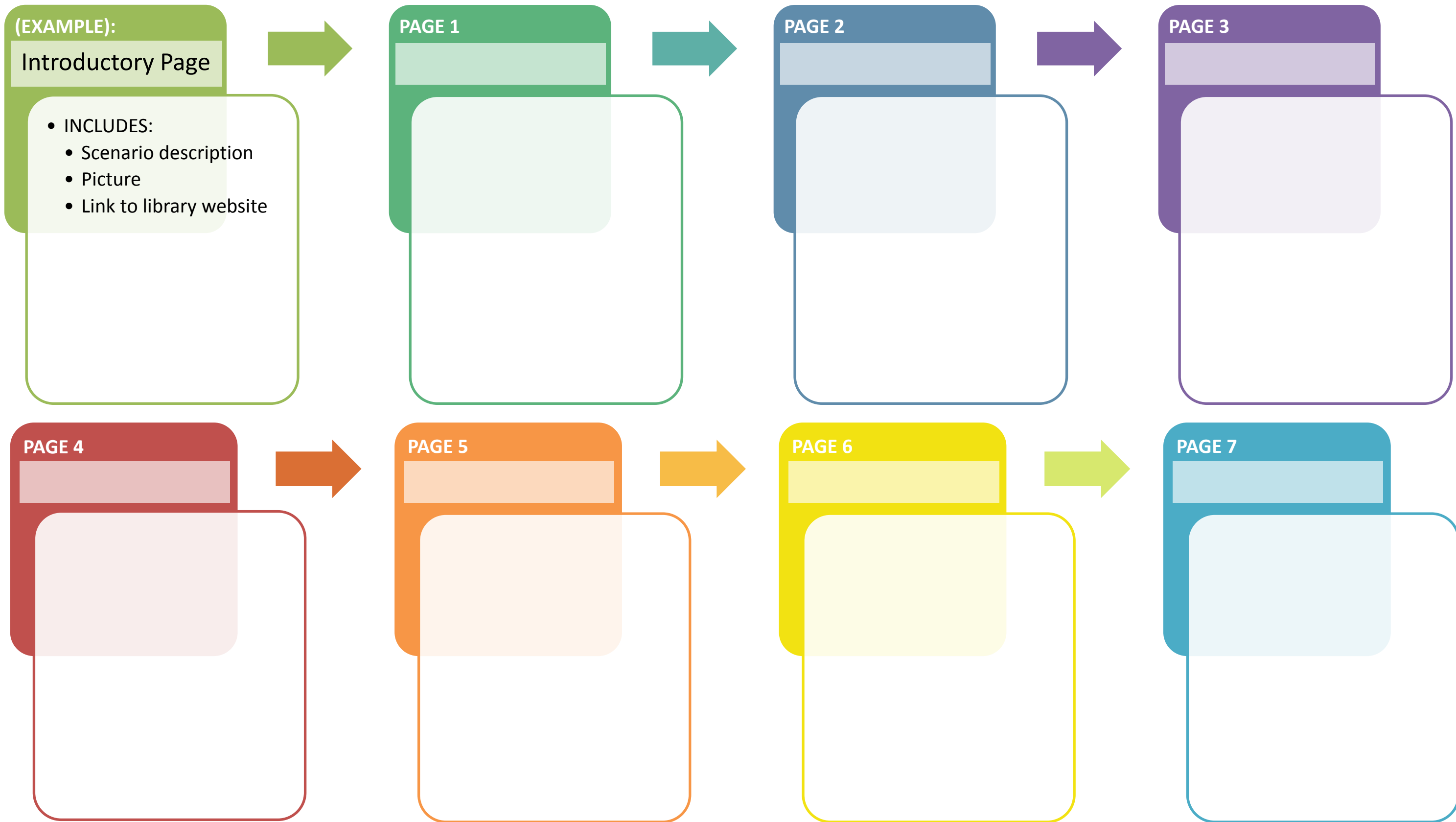☐ Students will be able to locate enough information about the problem.

③ **Turn one of your problems into a problem scenario.***

What questions will your student answer? What type of information will they need to find? What role do they have in the scenario?

*Examples available in iTunes U course

iBook Storyboard

Based on your learning outcomes, what steps will students have to accomplish to solve the problem? What activities will they work on? What will be included on each page of your book?*

(EXAMPLE):

Introductory Page

- INCLUDES:
  - Scenario description
  - Picture
  - Link to library website

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iBook examples available in iTunes U course