

The Graphic Syllabus and the Outcomes Map: Communicating Your Course Creatively

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Participant Objectives

By the end of this session, you will be able to communicate to your students
1) the topical organization of your course using a *graphic syllabus* and
2) their learning process through the course using an *outcomes map*. Both graphics will facilitate students' learning of course material.

Why Design These Graphics?

- ☛ Text syllabi fail because they depend strictly on students' familiarity with the words.

How Some Students See a Syllabus

BLAH 300: "Something I Gotta Take"

- Week 1: Overview of Something I Gotta Take
- Week 2: The Composition of Apple Peel
- Week 3: Introduction to Giraffe Consciousness
- Week 4: Cooking with Sugar and Eggs
- Week 5: Sugar and Eggs continued
- Week 6: The Modern Car: The Carburetor
- Week 7: The Modern Car: Seat Belts
- Week 8: Advanced Giraffe Consciousness,
Introduction to Pineapples
- Week 9: The Relationship between Pineapples
and Buses etc., etc., etc.

Why Design...? *continued*

- **Learning styles:** visual, kinesthetic, concrete, holistic/global, "Divergers," "Intuitive Feelers"
- Better **retention & retrieval** of material received 1) in two modalities and 2) visually (more efficient, less working memory and fewer cognitive transformations)
- **"Big picture"** of key concepts and their interrelationships; ready-made **structure** for knowledge processing and storage

Why Design...? *continued*

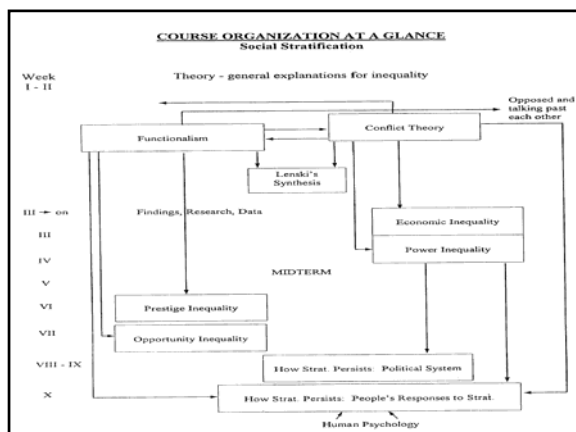
- Model tool for enhancing cognitive activities involving memory, planning, and organizing.
 - For **students:** note-taking, outlining, problem solving, and organizing & summarizing material
 - For **you:** re-examine and tighten your course design ...
- and have some creative fun!*

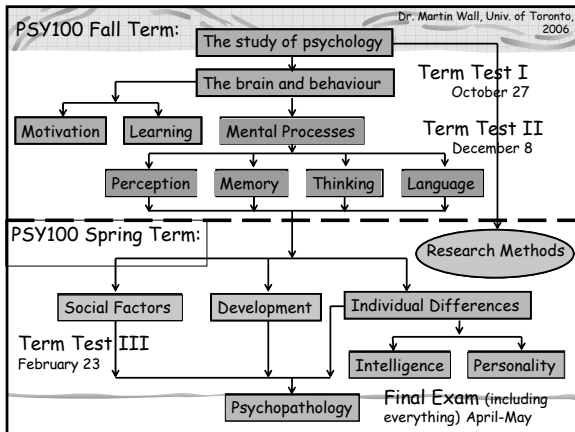
Graphic Syllabus

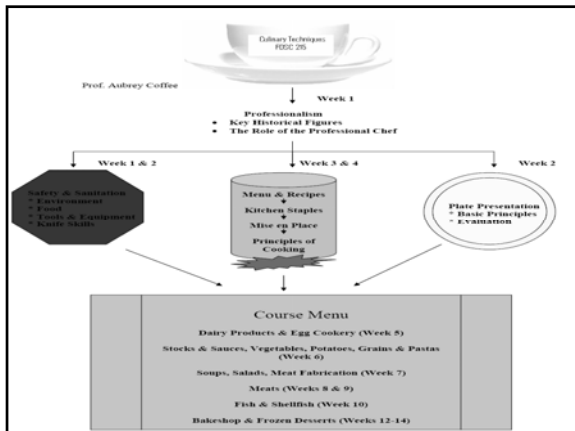
= flowchart, diagram, or picture showing the organization of and interrelationships among your course topics – that is, how your course structures the subject matter and its body of knowledge.

Types of Course Structures

- ☞ Competition/Complementarity
- ☞ Parallelism
- ☞ Process
- ☞ Chronology (Sequence)
- ☞ Categorical Hierarchy
- ☞ Self-Created







Variations in Graphic Syllabi

Shape of enclosures

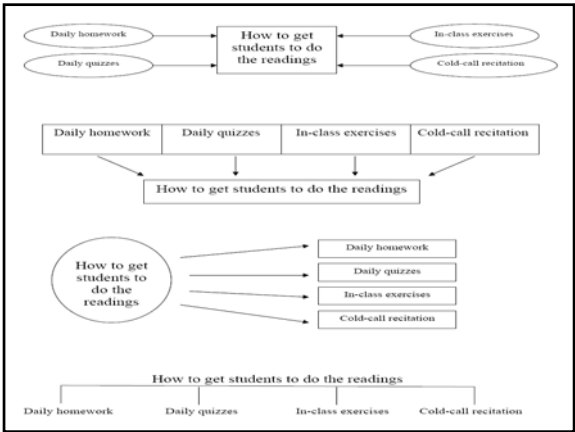
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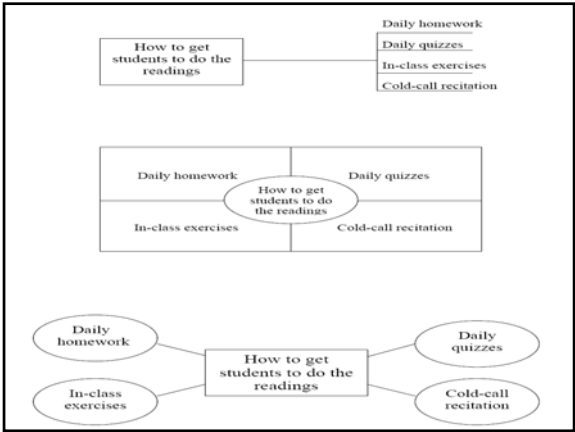
Shading of key enclosures, activities, assignments, etc.

Colors of enclosures and connecting lines

Type size, face, features (**bold**, *italics*)

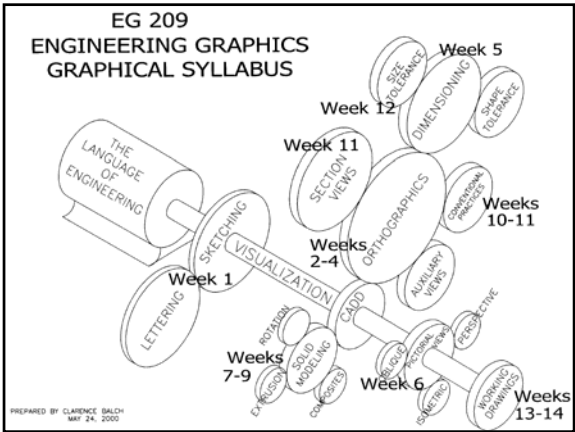
Arrangements





Graphic Metaphor

☛ Type of graphic syllabus that compares topical course organization to some object.



Outcomes Map

= flowchart or diagram of the sequence of and interrelationships among your student learning outcomes – that is, your students' learning process.

