SMP Canvas Integration

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Self-Evaluation

The Canvas Course Evaluation Checklist is a helpful tool for teachers to review their Canvas course design that keeps students engaged and learning continuously. It works for educators at any level and highlights the value of using best practices and reflecting on what works best for students.

This checklist offers clear guidelines for building and evaluating courses. It also includes 📍 Universal Design for Learning (UDL) principles to make sure every student has fair access and can participate fully.

- [ ] **Home Page** provides a visual representation of the course; a brief course description or introduction; clear instructions for learners (e.g., where to begin), and quick and easy navigation to current content.
  Example Resource Comparison
  📍 *UDL 2.5 Illustrate through multiple media*

- [ ] **Course Navigation** is clear and consistent (unused items are hidden).
  Canvas Guide: Navigation Links
  📍 *UDL Mobile App Design Consideration* 📍 *UDL 7.3 Minimize threats and distractions*

- [ ] Instructor has provided **contact information** which may include a biography, availability information, communication preferences, response time, and picture.
  📍 *UDL 8.3 Foster collaboration and community*

- [ ] All links, files, videos, and external URLs are active and working.
  Canvas Guide: Link Validation
  📍 *UDL 4.2 Optimize access to tools and assistive technologies Course Content (show them how to link)*

- [ ] **Content is "chunked"** into manageable pieces by leveraging modules and pages (e.g. organized by units, chapters, topics, or weeks). When possible, Canvas Pages are used to present content, instead of linking to external URLs or files in the module's flow.
  Canvas Guide: Modules; Example Resource Comparison
  📍 *Mobile App Design Consideration* 📍 *UDL 3.3 Guide information processing, visualization, and manipulation*

- [ ] **Consistent formatting.** Each content item type is formatted consistently to make expectations predictable (e.g. all assignments are formatted to include the directions, followed by the guidelines, and a technical support area that links to help guides)
  Example Resource Comparison
  📍 *UDL 7.3 Minimize threats and distractions*

☐ **Course files** needed for learning activities are available for download and meet accessibility guidelines. Canvas Guide: Uploading Documents

☐ Modules and items within modules have a **thoughtful naming convention** (e.g. name the module "Chapter 1: Pandas in the News," not just "Chapter 1").
　📍 *UDL 2.2 Clarify syntax and structure*

☐ Modules begin with an **Introduction/Overview page** to activate knowledge and end with a **Conclusion/Summary page** to summarize each module.
　📍 *UDL 3.1 Activate or supply background knowledge*

☐ **Text headers and indention** are included within modules to help guide learner navigation. Canvas Guide: Add Text Header
　📍 *Mobile App Design Consideration*　📍 UDL *2.2 Clarify syntax and structure*

☐ **Copyright law** is followed. The course follows Copyright, Fair Use Guidelines, and Creative Commons licenses. Canvas Guide: Copyright Resources

☐ Course **content builds logically** and increases in understanding and difficulty.
　📍 *UDL 7.3 Minimize threats and distractions Learner Interaction*

☐ Learning activity **descriptions and instructions** are clear, detailed, and include instructor expectations and clear expectations for the creation of the learning product. Instructions are platform neutral (mobile and browser friendly) to minimize student confusion.
　📍 UDL *3.3 Guide information processing, visualization, and manipulation*　📍 *UDL 8.1 Heighten salience of goals and objectives*

☐ Learners are provided **detailed directions** on how and where they will submit work.
　📍 *UDL 9.2 Facilitate personal coping skills and strategies Assessments*
　　○　Use Copilot to get clear directions

☐ **Learning activities** directly tie into a standard or the tasks provide scaffolding to reach the standard.
　📍 *UDL 8.1 Heighten salience of goals and objectives Course Accessibility (task is greater than the tool)*

☐ Web tools and/or software are utilized to identify and correct **accessibility issues** within the course (e.g. Accessibility Checker.) Canvas Guide: Accessibility Checker
　📍 *UDL 7.3 Minimize threats and distractions*