

Learning Resource Grants: Unlock Your Creativity

Calling all dedicated faculty creators of instructional content!

Are you full of ideas for creating online learning resources that can supercharge your students' readiness for your courses? Perhaps you've yearned for your students to walk into class with a better grasp of interview techniques, academic article skimming, or a better capacity for mastering the intricacies of math and science.

Do you find yourself contemplating the transformation of your favorite in-person learning activities into captivating online experiences? Have you pondered how to immerse your students in real-world scenarios, fostering their critical thinking, communication, and collaboration skills?

If any of these questions ignites your curiosity, then seize this opportunity today! UNC's Open Educational Resources (OER) Committee and Instructional Design and Development (IDD) are thrilled to offer faculty and academic staff the chance to receive \$600 grants again this year. Your mission: to craft a digital learning resource, harnessing either new or existing instructional content, and then share that resource with your colleagues in Canvas. Learning resources can include presentations, assignments, assessments, scenarios, interactive activities (think checks for understanding, puzzles, simple games), and more. We give preference to proposals tailored to clearly articulated learning goals.

Our granting committee eagerly awaits your proposals, and we'll be awarding grants on a rolling basis until early Spring 2024 or until all 2023-24 funds are claimed. As a bonus, grant recipients will receive instructional design and development production support. Grant funded participants agree to share their resources with UNC instructors in UNCO_LE@RN, a digital repository in Canvas Commons. All projects must be finalized by June 30, 2024.

Proposal Requirements

[Submit your proposal](#) online anytime between now and February 16, 2024. A complete proposal addresses the following:

1. A description of the learning resource you would like to develop. Examples of learning resources:
 - Presentation/lecture: *screencasts, storytelling, key concept video*
 - Interactive activity: *flash cards, puzzles, challenges*

- Assessment: *formative/summative quizzes, case studies, projects*
2. When students successfully complete the learning resource, what do you want them to know or what do you want them to be able to do?
 3. How can the learning resource assist other educators?
Preference will be given to the development of resources that can be shared across disciplines.
 4. Do you have existing content or materials you can use in the development of your proposed learning resource?
 5. What obstacles do you anticipate?
 6. What support do you need to overcome these obstacles?

The committee will evaluate each proposal on how well it meets these requirements.

For more information, contact Instructional.Design@unco.edu.