SLO 1: Critical thinking

Students will complete a class project that develops their critical thinking skills.

Relevant Associations:
- Standard Associations
  - New Core Component Areas
    - 7 Social & Behavioral Science (SOC & BS)
- General Education/Core Curriculum Associations
  - 1 Critical Thinking: Students will apply critical thinking appropriately to identify, analyze and resolve complex issues.

Related Measures

M 1: Global Poverty Act Critical Thinking Exercise
Students in the course will review learning materials and complete a critical thinking exercise which will be scored using the attached rubric.

Source of Evidence: Project, either individual or group

Connected Document
- General rubric

Target:
60% of students will score at a satisfactory score or better.

SLO 2: Written Communication

Students will demonstrate proficiency in written communication

Relevant Associations:
- Standard Associations
  - New Core Component Areas
    - 7 Social & Behavioral Science (SOC & BS)
  - New Core Objectives
    - 2 Communication (COM)

Related Measures

M 2: Written communication essay
Students will write a short concise paragraph in which they formulate a clear and precise personal point of view about the learning materials. See rubric below.

Source of Evidence: Written assignment(s), usually scored by a rubric

Connected Document
- General rubric

Target:
60% of students will score satisfactory on written mechanics.

SLO 3: Social Responsibility

Students will complete a project that demonstrates social responsibility awareness.

Relevant Associations:
- Standard Associations
  - New Core Component Areas
    - 7 Social & Behavioral Science (SOC & BS)
  - New Core Objectives
    - 5 Social Responsibility (SR)

Related Measures

M 3: Social Responsibility Project
After reading appropriate materials students will effectively discuss socially responsible and ethical behavior within the critical thinking exercise.

Source of Evidence: Project, either individual or group

Connected Document
- General rubric

Target:
60% will score satisfactory or better.
SLO 4: Quantitative Skills

Students will develop quantitative skills through an online business and strategy computer simulation game - Market Place Live

Relevant Associations:

Standard Associations

New Core Component Areas
7 Social & Behavioral Science (SOC & BS)

New Core Objectives
3 Empirical & Quantitative Skills (EQS)

Related Measures

M 4: Business Computer Simulation Game

Students run a simulated business for six weeks and make business decisions based on quantitative information provided through the game.

Source of Evidence: Academic direct measure of learning - other

Target:
60% of students will achieve a positive score on their cumulative balance score card.