

Quick Guides

Academic Units: Curriculum Mapping

Definition: A curriculum map is a graphic that contains the general sequence of classes throughout an academic program or a course of study and indicates when or in what course a Student Learning Outcome (SLO) is introduced, reinforced, or mastered.

Curriculum mapping provides an effective overview for tracking student learning outcomes throughout a degree program. An effective curriculum map can identify academic gaps and/or redundancies as well as ascertain how well the curriculum matches its content with the expectations described in the student learning outcomes.

A map allows a quick view of where concepts tied to SLOs are not being effectively conveyed or reinforced, facilitating the planning of interventions. Curriculum maps are also important tools for periodic program review, program accreditation, and curricular revision.

Elements of a curriculum map. A well-designed curriculum map should list all student learning outcomes along the top of the matrix. Along the side, list all the courses and other required and/or optional courses, internships, service learning activities, theses, etc. for the major. Then indicate in which of the required and/or optional courses, etc. each of the outcomes is introduced, reinforced or mastered. SLOs should ideally be assessed at the mastery level, and a curriculum map enables assessment coordinators or administrators to identify a point during a program at which artifacts for assessment could be collected.

Seafaring BS 2015

Courses and Activities Mapped to Seafaring BS SLOs

	Outcome		
	SLO 1 Comprehension Graduating students recognize and summarize key	SLO 2 Navigation Skills Graduating students accurately chart courses and travel times	SLO 3 Problem Solving Skills Graduating students develop appropriate solutions to
Core Courses and Learning Activities			
SEA 101	I	I	
SEA 102	R		I
SEA 201	R	R	
SEA 202	R		
SEA 312		M+A	R
SEA 330	M	A	R
SEA 331	M+A		M+A
SEA 490	M+A	M+A	M+A
Electives			
SEA 381	R		
SEA 451	R		
SEA 453		R	R

Legend: I = Introduced, R = Reinforced, M = Mastered, M+A = Mastered + Assessment Point, A = Assessment Point