



# BROWARD COMMUNITY COLLEGE COURSE OUTLINE

**LAST REVIEW: 2006-2007**

*(i.e. 2003-2004)*

**NEXT REVIEW: 2011-2012**

*(i.e. 2008-2009)*

**STATUS: A**

*(A, I, D)*

**COURSE TITLE: Fire Science Course Design**

**COMMON COURSE NUMBER: FFP 2741**

**CREDIT HOURS: 3**

**CONTACT HOUR BREAKDOWN**

*(per 16 week term)*

**CLOCK HOURS:**

*(Voc. Course ONLY)*

Lecture: **48**

Lab:

Clinic:

Other:

**PREREQUISITE(S): None**

**COREQUISITE(S): None**

**PRE/COREQUISITE(S):**

**COURSE DESCRIPTION** *(750 characters, maximum)*: Course covers the principles of effective curriculum design in the Fire Service field. It stresses the principles of adult and student-centered learning. Students learn to design courses and units that address learning, performance, and behavioral objectives as related to Fire Science.

General Education Requirements – Associate of Arts Degree (AA), meets Area(s): Area

General Education Requirements – Associate in Science Degree (AS), meets Area(s): Area

General Education Requirements – Associate in Applied Science Degree (AAS), meets Area(s): Area

## UNIT TITLES

1. Assessing the Need for Training and the Participants
2. Developing Active Training Objectives
3. Creating Opening Exercises
4. Preparing Effective Lectures
5. Finding Alternative Methods to Lecturing
6. Using Experiential Learning Approaches
7. Designing Active Training Activities
8. Sequencing Active Training Activities
9. Providing for Back-on-the Job Application
10. Planning Active Training Programs



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## ASSESSMENT:

Please provide a brief description (250 characters maximum) that details how students will be assessed on the course outcomes.

1. Quizzes, Tests, and/or Final Exam (cumulative/comprehensive);
2. Selected faculty may assess homework, projects, class participation/attendance, and/or extra credit projects.

*\*\*\* Complete the following only if course is seeking general education status \*\*\**

## GENERAL EDUCATION Competencies and Skills \*:

Please highlight in green font all Competencies/Skills from the list below that apply to this course. In the box to the right of the Competency/Skill, enter all specific learning outcome numbers (i.e. 1.1, 2.7, 5.12) that apply.

1. Read with critical comprehension	
2. Speak and listen effectively	
3. Speak and listen effectively	
4. Think creatively, logically, critically, and reflectively (analyze, synthesize, apply, and evaluate)	
5. Demonstrate and apply literacy in its various forms: (highlight in green ALL that apply) (1. technological, 2. informational, 3. mathematical, 4. scientific, 5. cultural, 6. historical, 7. aesthetic and/or 8. environmental )	
6. Apply problem solving techniques to real-world experiences	
7. Apply methods of scientific inquiry	
8. Demonstrate an understanding of the physical and biological environment and how it is impacted by human beings	
9. Demonstrate an understanding of and appreciation for human diversities and commonalities	
10. Collaborate with others to achieve common goals.	
11. Research, synthesize and produce original work	
12. Practice ethical behavior	
13. Demonstrate self-direction and self motivation	
14. Assume responsibility for and understand the impact of personal behaviors on self and society	
15. Contribute to the welfare of the community	

\* General Education Competencies and Skills endorsed by '05-'06 General Education Task Force



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Common Course Number: FFP 2741

## UNITS

### Unit 1 Assessing the Need for Training and the Participants

#### General Outcome:

- 1.0 **The student shall:** be able to assess the needs of their organization and personnel to design an active training program.

#### Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 1.1 Determine why to do assessments
- 1.2 Decide what information should be collected
- 1.3 Determine how information can be collected
- 1.4 What to do if there is no time to do a proper assessment



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**Unit 2 Developing Active Training Objectives**

**General Outcome:**

**2.0 The student shall:** be able to identify the objectives they want their training programs to accomplish.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 2.1 Set learning goals
- 2.2 Select objectives
- 2.2 Specify objectives
- 2.4 Express objectives
- 2.5 Communicate training objectives to others



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**Unit 3 Creating Opening Exercises**

**General Outcome:**

**3.0 The student shall:** be able to create opening exercises to stimulate student learning.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 3.1 Determine what opening exercises accomplish.
- 3.2 Know what to keep in mind when creating opening exercises.
- 3.3 Identify ten ways to obtain participation.



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**Unit 4 Preparing Effective Lectures**

**General Outcome:**

- 4.0 The student shall:** be able to create and instruct others to create lectures that are more effective.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 4.1 List five ways to gain audience interest
- 4.2 List five ways to maximize understanding and retention
- 4.2 List five ways to involve participants during a lecture
- 4.4 List five ways to reinforce lectures
- 4.5 Give an example of a well designed lecture



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**Unit 5 Finding alternative methods to lecturing**

**General Outcome:**

- 5.0 The student shall:** be able to demonstrate how to perform alternative methods of lecturing

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 5.1 Perform a demonstration
- 5.2 Perform a case study
- 5.2 Perform a guided teaching
- 5.4 Perform a group inquiry
- 5.5 Perform an information search
- 5.6 Lead a study group
- 5.7 Describe jigsaw learning
- 5.8 Perform a learning tournament
- 5.9 Apply alternatives to a common topic



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**Unit 6 Using Experiential Learning Approaches**

**General Outcome:**

**6.0 The student shall:** be able to describe and demonstrate experiential learning approaches.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 6.1 Describe role playing.
- 6.2 Demonstrate games and simulations.
- 6.3 Describe observations.
- 6.4 Identify mental imagery.
- 6.5 Perform writing tasks.
- 6.6 Perform action learning projects.



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**Unit 7 Designing active training activities**

**General Outcome:**

**7.0 The student shall:** be able to design and demonstrate training activities.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 7.1 Identify the three major ingredients of any design.
- 7.2 Answer basic questions about any design.
- 7.3 Describe remaining details.
- 7.4 Describe the three tips for creative designs.



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**Unit 8 Sequencing active training activities**

**General Outcome:**

**8.0 The student shall:** be able to sequence training activities to give a logical order to their lessons.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 8.1 Identify basic sequencing guidelines.
- 8.2 Apply sequencing guidelines.
- 8.3 Describe the finer side of sequencing.
- 8.4 Perform experiential learning sequences.



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**Unit 9 Providing for back-on-the job application**

**General Outcome:**

- 9.0 The student shall:** be able to demonstrate techniques to provide an effective back-on-the job application of provided lessons.

**Specific Measurable Learning Outcomes:**

**Upon successful completion of this unit, the student shall be able to:**

- 9.1 Demonstrate application techniques prior to the training program.
- 9.2 Demonstrate application techniques during the training program.
- 9.3 Demonstrate application techniques at the end of the training program.



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## Unit 10 Planning active training programs

### General Outcome:

**10.0 The student shall:** be able to demonstrate techniques to planning an active training program.

### Specific Measurable Learning Outcomes:

**Upon successful completion of this unit, the student shall be able to:**

10.1 Describe the macro design of an active training program

10.2 Give a case example of an active training program