

Canvas Course Development Reflection  
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## Canvas Course Development Reflection

My experience using Canvas overall was very positive and exciting. I had a chance to see how course development works for developers of online courses, and after some initial frustration, I found my stride using Canvas and made a shell of an introduction to a course that was geared towards older elementary students/ middle school students on digital citizenship.

I thought that using Canvas to create a module had a small learning curve. I think that my previous use of Google Classroom made it easier for me to see how the different pieces of Canvas fit together. One aspect of Canvas that I like is how you can visually scaffold the unit content, which is something that I did in my course. Visually, it creates a hierarchy of importance for course content, or can help students see what content they can interact with and in which order it is intended to be interacted with. For example, when I wrote the Overview, I chose not to indent, but when I added a resource, I indented once. For discussion boards, I indented twice, and for assignments that had more weight to the students' grade, I indented three times. In this way it creates a visual "staircase" that helps students see how the pieces of the module fit together. One thing that I had trouble with was making my module available for students. After I published the module and viewed it with "student view," it appeared that there were no modules available. It turns out that each module needs to be published manually, which actually makes sense if you want to time out when students have access to material. I see professors at Post do this on Blackboard, as they make some course content available before the unit starts, but restrict certain content so students can not just complete all of the course content and assignments ahead of time. I think that Canvas could use a bit more customizability, as the thumbnail for my course is a bit bland. That said, each individual module, if published to the commons, has the ability to create a thumbnail to help students see what the focus of the unit is.

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One difficulty that I had was keeping my audience in mind. I think there are certain topics that can be geared towards younger students, but when I thought about third grade, which were the students that I worked with, I found it difficult to find content that was geared to them and age appropriate. At first, I considered making my course about opinion writing. I struggled with creating a module that had a discussion board/ quiz that aligned with the topic. That said, when I shifted my focus towards older students and changed my topic to digital citizenship, the module came together. Using Canvas to teach a course something like digital citizenship makes sense, since digital citizenship has 9 elements and each module can focus on one element. When I approached my course development this way, I was able to easily find content that supported the learning and create engaging discussion topics that encouraged critical thinking.