



Instructional Product Fact Sheet

What do we mean by "product"?

An **instructional tool** or **product** is "any identifiable component of instruction used to accomplish a set of specifiable student performance outcomes." It is a "means for accomplishing student achievement" (Kameenui & Carnine, 1998, p.7).

Common types of products might include:

- teacher generated materials (e.g., a comprehensive syllabus, a class manual, a multisensory presentation, a concept map, etc.)
- strategies for considering inclusive instruction (e.g., an audiotape of an instructor discussing the thought process required in selecting a text book, revision of assessment strategies, student motivation, etc.)
- a description of planning for class interactions and learning opportunities (e.g., collaborative grouping of students, seating arrangements that consider diversity, etc.)
- use of technology (e.g., alternative projects on-line, access to learning supports, on-line tutorials, communication structures, etc.)

We encourage submission of traditional instructional products (syllabi, manuals, etc.) as well as less tangible instructional tools such as mechanisms for encouraging student-faculty interaction, or means of enhancing the instructional environment for possible publication on Facultyware.

Formats* of products may include:

- hardcopy
- digital
- audio
- video
- photographs/samples/images
- web

*See [UDI Technical Specifications Sheet](#) for information on each format. If you have questions about product content or need support in meeting technical specification requirements, please contact Dr. Sally Scott (s.scott@uconn.edu, 804-639-0674).