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).