Creating Effective Student Performance Objectives (SPOs) aka Learning Objectives

**Identifying a Learning Objective**

There are FOUR parts of a learning objective used to measure the level, style and format of learning for each activity created within your topics/lessons.

A The Objective will define an "Actor" or the person it is meant for "Student" or "Learner"

B The Learning Objective MUST have an Action Word or Behavior of what the student is going to do within the lesson (as defined in Types of Lessons per Level Tab)

C The Learning Objective MUST demonstrate what the activity is going to be or the CONDITION of the lesson (i.e. you are using a webinar, an interactive game, a match game, a story book, etc.

D The Learning Objective MUST BE measured with a DEGREE of accuracy to ensure the student learned something

**Sampling Learning Objectives**

Unit 1: Before Getting Underway
Lesson 1: The Many Parts of a Boat

Learning Objectives for Lesson 1:

In this lesson, the student will use an interactive game to learn with at least 97% accuracy how to:

- COMPILE (Level 4 Action Word) all the parts of a boat
- DIFFERENTIATE parts of the boat using

**NOTE:** When creating the activity, the course provider should create types of activities that match the Student Performance Objectives (Learning Objectives) and measure the proper level of learning for each lesson type. For samples go to 'Types of Activities per Level' Tab