



Designing Canvas Modules with Clarity & Purpose

Ryan Sobeck
Associate Director, Educational Technology

Six Design Decisions You Can Make When Building Modules

Why use modules?

- Group and organize related course content together
- Set and moderate student progress through requirements and prerequisites
- Provide paths to meet requirements for learning objectives
- Facilitate self-paced or asynchronous learning
- Lower student cognitive load and stress in finding relevant course materials when they need them

Ways to Organize

Use Modules to organize course materials by:

- Week
- Daily
- Learning Path
- Topic / Unit

Module Design Decisions

- 1 Disabled other Course Nav tools
- 2 Indented content to create visual hierarchies
- 3 Used "Text Headings" to sub-divide module
- 4 Repeated the Module name / topic on all content
- 5 Identified content by type
- 6 Organized in a prescribed linear completion order

Spring 2026

- Home 1
- Syllabus
- Modules**
- Media Library
- Grades
- People
- Mid-Semester Feedback
- Panorama

Week 7: Actor Network Theory

Week 7: Introduction

Readings & Media

- Week 7: Required Reading 2
- Week 7 Video: Actor-Network Theory in Plain English 4
- Week 7 Video: Actor Network Theory & ANT Diagrams Explained
- Week 7 Podcast: Build for Tomorrow - "Horseless Carriage"

Discussions 3

- Week 7 VoiceThread: Actor-Network Theory 5
- Week 7: Questions Concerning Technology

Activities

- Week 7 Notes & Questions: Actor-Network Theory
- Week 7: Exit Ticket

Week 7: Conclusion