COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Credit Hours 3	3			
Description	Approved for Marshall University Multi-Cult This course is an introduction to the scientifi ndividual behavior and attitudes.		placed on examining groups and the	impact of groups on
Prerequisite(s) and/or Corequisite(s)	None			

General Education Outcomes	S
----------------------------	---

- 1 Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology).
- 2 Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
- 3 Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
- 4 Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	Program Outcomes
1	Students demonstrate competence in the social science subject area(s).
2	Students analyze written and verbal content and respond with informed interpretations.
3	Students assess opinions, arguments, and conclusions of others in order to form a constructive judgment, defense, or rebuttal.

	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Explain the impact of social processes (social institutions, social structure, culture, groups, etc.) on the lives of individuals.	C-Evaluating (5)	1, 2, 3	2	1	1	2	1	2
2	Define and apply fundamental sociological theories and concepts to human behavior.	C-Remembering (1)	1, 2, 3	2	1	1	2	0	2
3	Identify patterns and causes of social inequality in the United States related to social class, race and ethnicity, and gender.	C-Remembering (1)	1, 2, 3	2	1	1	2	0	2

Bloom's Domain Legend
C = Cognitive
A = Affective
P = Psychomotor

General Education Outcome Legend
2 = Included and Measurable
1 = Introduced and/or Minimally Addressed and Not Measurable

0 = Not included

Approved: Reviewed: October 14, 2021 November 5, 2021