COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Course Number a	and Title SO 202: Soci	al Problems II			
Credit Hours 3					
			najor political, economic and social problems of American society. There wil t of the world as a "global village."	l also be emp	hasis on the fact
Prerequisite(s) and/or	None				
Corequisite(s)					
Required Textbook	ks/References/Course Ma	aterials:			
Understanding Social Problems		11th	Linda A. Mooney, Ph.D; Molley Clever, Ph.D; Marieke Van Willige, Ph.d	0357507487	

General Education Outcomes

- 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 the 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	Discuss the elements of the social structure and culture of society.	A-Responding to Phenomena (2)	1, 2, 3	2	1	1	2	1	2
2	Explain how structural functionalism, conflict theory, and symbolic interaction help us understand the family institution, access to family planning and abortion, divorce, and domestic violence and abuse.	C-Remembering (1)	1, 2, 3	2	1	1	2	1	1
3	Identify how science and technology transform social relationships.	C-Understanding (2)	1, 2, 3	2	1	1	2	1	1

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: January 18, 2022