

Plug & Play Adoptable Courses (Pilot Project)

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California
Community
Colleges

California
Virtual Campus

Webinar Agenda

- What Plug and Play is and why it matters
- Creating a Plug and Play course
 - Hear about one Plug and Play author's experience—where Plug and Play fits within the scheme of online teaching and learning—how do you remove “self” from the Plug and Play course
- Adopting a Plug and Play course and making it your own
- Introduce available courses and upcoming plans

What Plug and Play Is

✓ A pilot program to support faculty and students

Plug and Play adoptable courses are created by California Community Colleges faculty. Courses are:

- A temporary, flexible solution to support faculty and students
- CCN courses aligned to C-ID and the CVC Course Design Rubric
- OER-based
- 16-week, asynchronous online format

Plug and Play Development

- Recruitment Process
 - CCC faculty with QR badge
- Plug and Play Template
 - Instructor Guide created by the Plug and Play course author(s).
- Course Requirements Requirements
 - OER-based (all content must have appropriate CC license and be accessible)
 - No extra costs associated with the course
 - 16 week, asynchronous format
- Formal POQR and accessibility review

What Plug and Play Is Not

- ✗ Not a mandate or “one-size-fits-all” model
- ✗ Not a replacement for local course design templates or models or established design practices
- ✗ Not an already badged course
- ✗ Not intended for faculty who already have a well-developed, high-quality online course

Plug and Play Pilot Goals

- Provide a **launch pad**, not a model course
- Fill instructional gaps quickly and responsibly in *emergency situations* or when *new faculty* need a ready-to-use course
- Ensure course is aligned to the CVC Course Design Rubric
- OER-based
- Provide equity-minded, accessible course options
- Offer a foundation faculty can build on and personalize



Faculty Perspective: Dehumanizing to Rehumanizing

- Inspired by Plug and Play's mission
- Challenges of the work
- Separating myself from the course
- Making space for other instructors to play



Use Case Scenarios

Scenario #1: Faculty Intern hired to teach in the fall. Fully trained for online teaching, completing a Ph.D, has never taught the ENG C1000 course. The Plug and Play is a welcome resource.

Scenario #2: Seasoned faculty who has not taught the course in a while.

Scenario #3: Colleges supporting faculty to adopt Plug and Play for use at their campus.

The Plug and Play Development Process

Timeline Overview:

- Faculty recruitment (Fall-Spring 2025-26)
- Kickoff (Spring 2026)
- Course development and OER integration (Summer 2026)
- POCR and Accessibility Review (Fall 2026)
- Publication on Canvas Commons (Spring 2027)

CVC Plug and Play Site



The screenshot shows the CVC Plug and Play website. The top navigation bar includes the California Community Colleges logo, the text "California Virtual Campus Online Network of Educators", and menu items for "Learners", "POCR", "Facilitators", "About", and "California Virtual Campus". A sidebar on the left contains a menu with "Learners", "POCR" (highlighted), "POCR Certified Campus", "Non-POCR Certified Campus", "Plug and Play Adoptable Courses", "College POCR Dashboards", "Statewide POCR Norming Sessions", "Facilitators", and "About". The main content area features the heading "Plug and Play Adoptable Courses" and a description: "Plug and Play Adoptable Courses is an innovative new program that: • Reduces course preparation time for faculty • Ensures high-quality, accessible online learning experiences for students • Provides support for new faculty with little lead time to prepare course shells • Maintains space for faculty personalization and customization". Below this, it states: "Faculty adopting a Plug and Play course will have a solid foundation for quickly getting their course student-ready before it's ready for immediate use in the online classroom! Each course is aligned with the [CVC@ONE Course Design Rubric](#) and can be badged through the faculty member's own Local POCR process." It also mentions: "Additionally, all Plug and Play courses are developed with Open Educational Resources (OER) - making them accessible to students and educators regardless of location or financial situation!". A section titled "Which courses are available for adoption?" lists: "CVC@ONE is developing Plug and Play to follow the statewide Common Course Numbering (CCN) schedule. At this time, the following courses are either available or in development: • COMM C1000: Introduction to Public Speaking • ENGL C1000: Academic Reading and Writing • ENGL C1001: Critical Thinking and Writing • STAT C1000: Introduction to Statistics • POLS C1000: American Government and Politics (in development) • PSYC C1000: Introduction to Psychology (in development)". The final section is "How can I adopt a course?".

Available and Upcoming Courses

Current Courses:

- ENGL C1000: Academic Reading and Writing
- ENGL C1001: Critical Thinking and Writing
- COMM C1000: Introduction to Public Speaking
- STAT C1000: Introduction to Statistics
- PSYC C1000: Introduction to Psychology

Spring 2027:

CCN	C-ID	Course Title
ARTH C1100	ARTH 110	Survey of Art from Prehistory to the Medieval Era
ARTH C1200	ARTH 120	Survey of Art from the Renaissance to Contemporary
ECON C2002	ECON 202	Principles of Macroeconomics
ENGL C1002	ENGL 120	Introduction to Literature
ENGL C1003	ENGL 110	Critical Thinking and Writing through Literature
HIST C1001	HIST 130	United States History to 1877
HIST C1002	HIST 140	United States History since 1865

Review Cycle for Plug and Play Courses

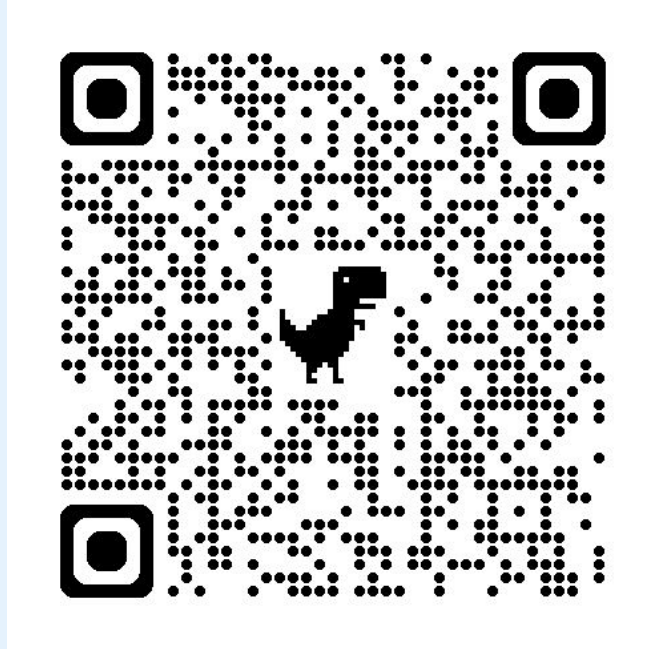
- Why this matters
- How often will they be reviewed/updated
- Comment form for noted issues to help inform the review and updating of the courses



How can I adopt a course?

1. All of the Plug and Play courses are posted to the CCC Commons Consortium.
2. Search for “CVC Plug and Play”. *If none of the courses pop up, contact your Canvas administrator about enabling the Commons Consortium or email support@cvc.edu, and we can look into your access.*
3. “Import/Download” course into a Sandbox or Development shell.
4. Go to your course and start personalizing it!

*Interested in creating a plug and play
adoptable course?*



Questions???



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