An ILM is an Interactive Learning Module. The idea is the learner is actively involved in discovering a concept. We are building off of the concept demonstrated by our Math Departments National Library of Virtual manipulatives. They have done a great job. Check out their site. http://envlm.usu.edu

The key word in Interactive Learning Module is INTERACTIVE. We don't want a demo. We don't want an online textbook. We want something that the user interacts with to help him/her discover principles that may be difficult otherwise.

A storyboard is like a comic strip in that you show a variety of pictures to tell a story and the text that goes along with them. If you are designing an ILM, do so via a storyboard. By communicating with each other via a storyboard, we will avoid the problem of having you design something that we want changed in inconvenient ways. We will agree before coding what the interface should look like.

A storyboard will show:
1. What the user interface looks like
2. What steps the user will go through. A math example of a storyboard follows: