

Digital Checklist for Oala Dhivehi Micro Course

Media																	
Name:	Maria's Money																
Publisher:	Illustrative Mathematics																
Author:	Illustrative Mathematics																
Type:	Activity/Lab																
Reference Code/URL:	https://oercommons.org/courses/k-cc-bags-of-stuff																
Intended Use of Resource:																	
☐ Adopt Use the resource as is, without significant changes. ☒ Adapt Modify the resource (e.g., re-edit video, translate text, add local examples) to better fit specific learning objectives or your audience. ☐ Combine Integrate this resource with other resources to create new content or a cohesive learning experience. ☒ Create This resource will serve as inspiration or a reference point for creating entirely new content.	Focus Areas check all that apply Please rate all that apply on the right hand column between 1 to 5 1 - indirectly relevant and 5 - spot on subject matter <table border="1"> <thead> <tr> <th></th> <th>Rate Below</th> </tr> </thead> <tbody> <tr> <td>☐ Phonetical Awareness</td> <td>_____</td> </tr> <tr> <td>☐ Vocabulary any interesting words</td> <td>_____</td> </tr> <tr> <td>☐ Comprehension information, facts</td> <td>_____</td> </tr> <tr> <td>☒ Mental Maths Match concepts for stories</td> <td>4</td> </tr> <tr> <td>☐ Fine Motor Skills Cutting with scissors, using art tools.</td> <td>_____</td> </tr> <tr> <td>☐ Coordination: Performing dance movements, playing musical instruments, building with small manipulatives.</td> <td>_____</td> </tr> <tr> <td>☐ Characterization Content that highlights, Honesty, value of trust, Inner peace and self-respect, owning up, consequences</td> <td>_____</td> </tr> </tbody> </table> Key Topics & Learning Points. eg, underwater, photosynthesis The activity sets the perfect premise to create a new story around these problems within the Maldivian context. Instead of marbles, we will use 'mangoes' or 'shells'. Create a story and adapt the activity to MCQ questions that will be assessed after the story has been read.		Rate Below	☐ Phonetical Awareness	_____	☐ Vocabulary any interesting words	_____	☐ Comprehension information, facts	_____	☒ Mental Maths Match concepts for stories	4	☐ Fine Motor Skills Cutting with scissors, using art tools.	_____	☐ Coordination: Performing dance movements, playing musical instruments, building with small manipulatives.	_____	☐ Characterization Content that highlights, Honesty, value of trust, Inner peace and self-respect, owning up, consequences	_____
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License:																	
☒ Creative Commons: ☐ Other e.g., "All Rights Reserved," "Public Domain," "Custom License"	Most Freedom ↑ OER ↓ Not OER Least Freedom ☐ CC0 ☒ CC BY ☐ CC BY SA ☐ CC BY NC ☐ CC BY NC SA ☐ CC BY ND ☐ CC BY NC ND Comments:																
Evaluation																	
Evaluator Name:	Ahmed Fahdhu																
Evaluated Date:	15-Jun-25																
Audience																	
☒ Level 1 (ages 3 - 5) ☐ Level 2 (ages 6 - 8) ☐ Level 3 (ages 9 - 11) ☐ Parents/Educators	Curriculum Fit Description: Does this resource directly support specific Learning Objectives (PLOs, CLOs, MLOs) Specify which Learning Outcomes it aligns with. Comments: CLO2: Use science and math to create and explain things. Cultural Sensitivity & Respect Description: Does the content demonstrate respect for diverse cultures, including Maldivian culture where applicable? Is it free from stereotypes, biases, or inappropriate cultural representations? (For content intended to be Maldivian-specific, also assess its authenticity and direct connection to local traditions) Comments: We are just using the premise and adding relevant elements in the story.																

Accuracy Checklist leave unchecked if not applicable

- ☒ **Factual Errors**
Description: The resource does not contain any incorrect, misleading, or factually inaccurate information.
- ☒ **Up to date**
Description: The resource is current and relevant, free from outdated information or examples that could misinform learners.
- ☒ **Bias**
Description: The resource does not present a particular viewpoint unfairly, is not skewed towards a specific agenda, and includes diverse perspectives where appropriate.
- ☐ **Dhivehi Language Accuracy & Phonetics**
Description: The resource uses grammatically correct Dhivehi language with age-appropriate vocabulary, and if audio/video is present, its pronunciation is clear, natural, and accurate.

Accessibility:

- ☐ Alternative Versions
- ☐ Captions
- ☐ Screen Reader
- ☒ Other
- Comments:
Since content is for adaption and creation, the accessibility will be applied to the end resource (story on the app)

Quality:

- ☐ Spelling Grammer
- ☐ Formatting
- ☐ Technically Sound
- ☒ Other _____
- Interactivity & User Experience**
If applicable, How intuitive is the navigation? Are interactive elements engaging and functional?
Is the visual design appealing for K-5?
- Comments:
This is a simple and quality activity that can be used to create a nice narrative around.

Limitations (if any)

specific notes on why a resource might not be suitable despite other positive aspects

Comments:

Overall Summery

Comments: This math activity is to be adapted for an MCQ format, while a story narrative is to be created around the problem that needs to be solved.