

**ARI Research Note 2010-02**

**Decision Process to Identify Lessons for Transition to  
a Distributed (or Blended) Learning Instructional  
Format**

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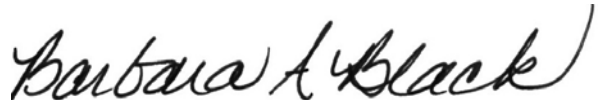
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# DECISION PROCESS TO IDENTIFY LESSONS FOR TRANSITION TO A DISTRIBUTED (OR BLENDED) LEARNING INSTRUCTIONAL FORMAT

## EXECUTIVE SUMMARY

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### Research Requirement:

At the request of the U.S. Army Infantry School (USAIS) Office of the G-3, the Army Research Institute (ARI) Fort Benning Field Unit analyzed 51 selected Programs of Instruction (POIs) to evaluate course content for potential transition to a distributed (or blended) learning format.

### Procedure:

A mixed-methods approach, combining qualitative coding procedures with basic statistical analyses, was used to assess 2,065 lessons within the sample of POIs. From the initial qualitative analysis, lessons were coded into a thematic structure and a decision process was developed to classify lessons into groups on the basis of whether they were transitionable to a distributed (or blended) learning format. The decision process was applied to the sample of POIs and high potential courses were identified on the basis of the prevalence of transitionable lessons within each course.

### Findings:

The sample of POIs contained lessons that fall into three basic categories: (1) Practicing a Procedure, (2) Reflecting on Concepts, and (3) Interacting with Others. These lesson types are set in the context of Administering the Course. Each of the categories respectively maps onto a learning goal: (1) Performing Actions to Standard, (2) Understanding and Using Information, and (3) Building Relationships, respectively. Administering the Course has as its goal to Facilitate the Learning Process. Lessons within each course (or POI) were categorized into three types: (1) fully transitionable to distributed learning (dL) format, (2) partially transitionable and/or also requiring a blended dL component, or (3) not transitionable. Determinations of category membership were made on the basis of whether the course content indicated a need for face-to-face or real time interaction with other Soldiers and/or with equipment (i.e., partial or blended transition), or could be presented in an online format that could be accessed at anytime without undermining the specified goals of the training (i.e., fully transitionable). Each of these lesson types described above are transitionable to a dL format in varying degrees, with Reflecting on Concepts tending to be the most highly transitionable type of lesson (assuming that standard, stand-alone computer-based instruction is being utilized). Practicing a Procedure would tend to be the least transitionable type of lesson, requiring either specialized equipment and/or the feedback of an expert trainer on the Soldier's performance.

The POIs for the Maneuver Captains' Career Course had the most course content that was fully transitionable to a dL format, followed by the Central Command (CENTCOM) Theatre Specific Individual Requirement Training (TSIRT), the Maneuver Advanced Non-Commissioned

Officer Course for Indirect Fire Infantrymen, and the Infantry Captains' Career Course. These courses tended to be very concept, rather than practice, oriented.

The POIs with the greatest amount of blended and/or partial transition course content were Javelin Gunner Course, Infantry Pre-Command Course, Stryker Brigade Combat Team (SBCT) Leaders' Course, Indirect Fire Infantryman, Infantryman Military Occupational Skill Qualification (MOSQ), Javelin Train-the-Trainer Course, Land Warrior Operator Course, Mechanized Leaders' Course (M2A3 Weapons System), and the Basic Officer Leaders (Direct Commissioned) Course. These courses tend to be practice oriented, but also have significant conceptual content.

An Appendix containing all lessons by course is provided to describe the specific content of each course assessed and the results of the applied coding scheme and decision process. While the titles of some courses used in this report have been revised since the sample of POIs were collected, or the courses are currently under revision, the titles of the course POIs that composed the sample for this analysis are those used in the original sample of POIs.

#### Utilization and Dissemination of Findings:

Findings may be used by U.S. Army Infantry School (USAIS) G-3 and related organizations to assess course content within their respective curricula for development of distributed learning and/or blended learning instructional materials. The analysis methodology and/or decision process may also be adapted for use by other residential training institutions to evaluate course content for transition.



DECISION PROCESS TO IDENTIFY LESSONS FOR TRANSITION TO A DISTRIBUTED  
(OR BLENDED) LEARNING INSTRUCTIONAL FORMAT

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# DECISION PROCESS TO IDENTIFY LESSONS FOR TRANSITION TO A DISTRIBUTED (OR BLENDED) LEARNING INSTRUCTIONAL FORMAT

## INTRODUCTION

Since the late 1990's, the U.S. Army has been selectively transitioning residential courses to an online, distributed learning (dL) format, making use of information technology to provide on-demand training opportunities to Soldiers stationed around the world (Stouffer, 1998). Residential training institutions are reviewing their respective curricula to identify high potential modules and lessons that may be transitioned to an online format without diminishing training quality (Weinstein & Dolezalek, 2008).

Distributed learning (dL) is (1) an instructional format in which (2) instructors and trainees are in different locations, and (3) educational resources (e.g., reading materials, movies, etc.) are stored and accessed by way of computer-based communications technology (Belanich, Moses, & Orvis, 2005, p. 3). dL ideally provides the benefits of course development, distribution and administration on an economy of scale, while retaining characteristics of anytime, anywhere access and customizable instruction (Peters, 1993).

To assist the U.S. Army Infantry School (USAIS) in selecting lessons for transition to a dL format the investigators developed and applied a decision process based on 51 U.S. Army Infantry School (USAIS) Programs of Instruction (POIs).<sup>1</sup> This analysis is intended to supplement and perhaps simplify existing dL decision processes by providing an analytic approach that will allow administrators to identify lessons in their curriculum that may be transitioned readily to a dL format.

### *Existing Distributed Learning Decision Criteria*

Facing a research question similar to that addressed here, Stouffer (1998) compiled a database of Department of Defense (DOD) institutional skill training courses and coded them according to the International Standard Classification of Education. This database was used to address questions about distance learning conversion and consolidation of contemporary training media being used across the Services. The basic question she sought to answer was: what already-developed instructional media can DOD share across the Services as well as with other government agencies and civilian educational institutions and businesses? This approach addressed courses using a system of classification that did not take into account the specified activities and concepts to be trained in a course to determine whether it would be suitable to transition the lesson to dL. For an example, a question might concern whether the U.S. Army could effectively use training developed by General Motors to instruct Soldiers on Wheeled Vehicle Maintenance, but it did not address the specific lessons that composed a current POI for this topic.

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<sup>1</sup> This investigation was undertaken by the U.S. Army Research Institute at Ft. Benning when the U.S. Army Infantry School requested technical advisory assistance concerning their residential curriculum assessment. Other Army training institutions may apply the techniques described, with appropriate modifications, to assessments of their own curricula.

In contrast to this approach, the U.S. Army Training and Doctrine Command (TRADOC) have discussed a focus on three central criteria to guide decision-makers in determining whether instructional materials are best provided in a technology-based or face-to-face instructional format (Dr. Jennifer Tucker, Personal Communication, 16 Oct, 2007). These criteria include: an assessment of sensory information, environmental complexity, and observation/feedback requirements. First, when assessing a particular lesson for transition to dL, administrators need to consider whether the Soldier's present sensory information and/or experience is vital to making the training effective and transferable to the field. For instance, Soldiers learning to use a Single Channel Ground and Airborne Radio System (SINCGARS) or to zero an M-16 rifle may benefit most from hands-on experiences using that equipment, under the guidance of a knowledgeable non-commissioned officer (NCO). The reason for this is that Soldiers may not acquire skills as readily from only being *told about* how the equipment is used. The problem remains, however, that the most advanced Army equipment is far more available in operational contexts than in training contexts; training developers and instructors must work within the limits of available resources, and virtual simulations are sometimes more accessible than the actual resource.

Second, maintaining the environmental complexity necessary for high fidelity training is important in that it prepares Soldiers to function effectively in a variety of real world contexts. Given current distributed learning technologies, mountaineering or parachuting are unlikely to be trained in an online format when the Army needs Soldiers to perform effectively in an operational environment. To train beyond general familiarity, the problem becomes one of exposing Soldiers to, and training them in, appropriate environmental conditions.

Finally, if training concerns complex task performance and requires on-the-spot observation and feedback from a subject matter expert, it is best not transitioned to an online format. As Boyce, Lavoie, Streeter, Lochbaum, and Psotka (2008) noted: Junior officers tend to express the greatest confidence in their learned skills and satisfaction with their learning experience when they have been instructed face-to-face by a uniformed military officer. The TRADOC criteria focus on the fidelity of the training experience and on the task performance context in developing essential tacit/performance-oriented knowledge.

Dr. Robert J. Seidel of the Army Research Institute has developed a complementary set of criteria in which the logistical concerns of training are emphasized (Personal Communication, October 17, 2007). Seidel's considerations include: (1) length of course, (2) stability of course, (3) number of trainees, (4) travel costs of trainees and (5) instructor availability, among other factors. His considerations also include course-content specific criteria: (1) whether the course has a hands-on requirement and (2) whether the content is interchangeable with civilian skills, etc.

From a problem-based learning perspective, core questions one needs to address when assessing course content: (1) *What is the learner being trained to do?* (2) *What is the context/situation in which he or she is being trained?* and (3) *What is the context/situation in which he or she is going to be expected to apply what has been learned?* (cf. Savery & Duffy, 1995). An analysis on the basis of these questions focuses on the real world problems that

Soldiers are being asked to solve and the specific tasks they engage in to solve these problems as well as an analysis of the fidelity of instructional context and/or course logistics.

### *The Army's Digital Training Resources*

Ongoing deployments and force generation requirements have placed continuous pressure on TRADOC and the Army's residential training institutions. In response, initiatives have been underway that use internet-based training technologies to meet Soldiers' training needs across a greater variety of geographic locations. One of these initiatives is The Army Distributed Learning Program (TADLP). TADLP was begun to enable the Army to develop, deliver and manage computer-based distance instruction for Soldiers. It is anticipated that the dL mode of instruction will allow Soldiers greater flexibility in meeting training needs, will address the time and geographic constraints common to residential training, and will shorten in-residence training times. The Army Learning Management System (ALMS) has been developed to store course materials online and to assist Soldiers in managing their refresher, prerequisite and course-level training. Through the ALMS system, it is anticipated that computer delivered instruction will continue to become a significant feature of U.S. Army training.<sup>2</sup>

Many digital resources are already available, providing Army personnel with access to needed information to meet career and training goals. Army Knowledge Online (AKO), as well as other digital resources such as the Reimer Digital Library, allows Soldiers access to mission critical training when needed. Many online lessons that teach/refresh essential Warrior Skills are available in digital format and are already being used as instructional content and reference materials by Soldiers in the field. The fidelity and accuracy of training, as well as its accessibility, are significant concerns in transitioning instructional materials to a distributed learning format (Sims, Burke, Metcalf, & Salas, 2008).

### *A Digital Training Alternative: Blended Learning*

Corporations and educational institutions have undertaken similar initiatives and, over the past decade, have begun to embrace computer-based training that incorporates both the accessibility benefits of storing course materials online (allowing for anytime, anywhere access) as well as the social networking and communication capabilities of the Internet (Sims, Burke, Metcalf, & Salas, 2008). Courses of this type are often referred to as *hybrid* or *blended* courses, given that they blend a traditional online presentation of course materials with a specific training plan that involves open-ended, synchronous social interactions among individuals who are enrolled in a course that may take place either face-to-face or be mediated by way of a technological medium.

Blended learning may also incorporate varying degrees of face-to-face and online interaction among participants in a course. With the added social interaction, a blended learning training approach facilitates collaborative and knowledge-sharing learning situations. This type of learning situation emphasizes field experiences and applications of knowledge. The pure dL training approach tends to emphasize a model of learning that focuses on a structured

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<sup>2</sup> Information about the ALMS program can be accessed: [http://www.dls.army.mil/lms\\_overview.html](http://www.dls.army.mil/lms_overview.html) (Accessed: 3 Aug 09)

presentation of factual knowledge, assessment and feedback opportunities, and predetermined or user-customizable interface to guide the learner through the material (Tucker, McGilvray, Leibrecht, Strauss, Perrault, & Gesselman, 2009). To use Army examples, the social facilitation of the blended learning format, combining both real-time or near real-time communication, may be appropriate to sharing “lessons learned” types of knowledge whereas pure distributed learning, in the form of an encapsulated/published training product (e.g., a CD-based training simulation program), is appropriate to training formalized doctrine. The Army requires both these training modalities and has established an online venue to consolidate lessons from the contemporary operational environment (COE) and to facilitate discussion concerning applications of techniques, tactics and doctrinal development.<sup>3</sup>

### *The Intent of the Present Investigation*

The current period of transitioning existing courses to a distributed learning (dL) format, standardizing the online content, and developing a worldwide infrastructure to store, manage and provide access to computer-based training is presenting the Army with significant challenges. dL is not a solution that can be applied to all Army course content and training activities. For some types of course content and training activities, a full transition to dL would likely not meet the Army’s training objectives, as would be the case with mountaineering training for Army Rangers. In order to help focus efforts on transitioning appropriate course materials to dL format, this research analyzed the lessons within a sample of 51 Army Infantry Programs of Instruction (POI) in order to develop (1) a general description of the characteristics of the content of the lessons described within the POIs and (2) a decision process for making initial decisions concerning the appropriateness of particular lessons for transition to a dL format based on types of course content.

The current investigation identified potential avenues of training development for USAIS and focused on 2,065 lessons that composed a sample of 51 USAIS POIs. The information in this report is intended to support USAIS in making key decisions concerning whether course material, as described in a POI, is amenable to a full transition to dL multimedia or partial transition to a blended learning format, combining dL multimedia with technologies that facilitate social interaction. Along with a decision process, the investigators hoped to give decision-makers a feel for the landscape of dL transition possibilities within a particular Schoolhouse curriculum. For Army personnel across Schoolhouses, this report may serve as a case study to guide them in identifying aspects of their own curriculum appropriate for transition to dL. It describes how to derive a systematic process to support initial decision-making concerning dL transition, when an administrator is faced with limited time and a large body of qualitative and quantitative information to evaluate. Two Appendices accompany the analysis provided in this document. First, *Appendix A* was developed to present POIs prioritized by prevalence of course content transitionable either to a full dL or partial/blended dL format. Second, *Appendix B* presents POI content at the lesson-level as it was coded for the investigation.

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<sup>3</sup> See Center for Army Lessons Learned: <http://call.army.mil> (accessed 3 Aug 09) and <http://usacac.army.mil/cac2/call/ll-links.asp> (accessed 3 Aug 09)

While a number of dL transition decision processes have been proposed, the process we describe here focuses first on course content at the lesson level and thereby addresses specific concerns faced by USAIS in developing training appropriate to their particular curriculum. The decision process is compatible with preexisting proposals, except that it derives from specific USAIS data rather than from general theoretical work. While the findings are particular to this sample (and this limits the generalizability of results) it may be beneficial for other Schoolhouses to initiate similar assessments of their local curricula in order to address the changes initiated by TADLP.

## METHODOLOGY AND METHOD

This analysis used a mixed-method research technique that merged both qualitative coding procedures and basic descriptive statistical analyses. The technique focused the assessment first at the level of the lesson and then built toward a description of the sample in both qualitative and quantitative terms. The investigators used the statistical software SPSS version 14 (SPSS, Inc., 2005, Chicago, IL.) for coding procedures and statistical analyses. The coding procedures used were adapted from those described in Grounded Theory method (cf. Creswell, 1997; Glaser & Strauss, 1967) and other linguistics-based interpretive methods (cf. Ryan & Bernard, 2000). These techniques served to develop (1) a thematic description of the structure of the sample, (2) quantitative measures on which to conduct a statistical analysis of the sample and (3) a decision process based on existing assessment criteria and on the specifics of this set of POIs, allowing us to identify lessons and courses for full, for partial (blended), or for no transition to dL.

Fifty-one (51) USAIS POIs—including 379 topics/modules and 2,065 lessons—served as the sample for this investigation. These POIs were identified by USAIS as having potential avenues for dL development. See *Table of Contents* prefacing *Appendix B* for the list of included POIs. While POIs have varying levels of detail, a POI document generally provides course-level information concerning: (1) an overview of a course and its prerequisites, (2) the breakdown of academic and administrative time within a course, (3) the sequence of modules (or general topics) to be covered, (4) a description of lesson titles, actions, conditions and standards as well as (5) basic logistics and course administration information (e.g., average and maximum enrollments; the number of rounds needed for an M-249 marksmanship lesson; what Army Field or Technical Manuals serve as references; what items are needed for in-class lectures).

Here, the terms ‘course’ and ‘POI’ are treated as closely related. Information given in a POI prescribes the manner in which a course is taught. A POI lists the resources necessary for teaching a course, the information/practices to be trained, how the material should be trained, and the general training schedule; thus, an approved POI represents an administrative and institutional endorsement and a provision of support for formal training on that material. POIs have the administrative function of standardizing what happens in course-level training. The contents of POIs are organized into subgroups of modules and lessons. A module is a group of related lessons defined in terms of a general topic; a lesson is more specific than, but is nonetheless related to, a module and includes directives to the instructional Cadre concerning information to be taught, procedures to be performed, materials to be used, etc., in conducting training. See *Table 1* for summary descriptions of these categories.

Table 1  
*Description of Central Constructs Used in this Analysis*

<b>Construct</b>	<b>Description</b>
POI	<i>Program of Instruction</i> ; A document that Army Schools and Cadre use to determine, approve and catalog course content, procedures, topics, etc., as well as a guide Cadre and Soldiers in conducting a course.
Course	A period of instruction enacted within, or supported by, an Army training institution and described/guided by an associated POI.
Module	A group of lessons that are presented in terms of a common topic within a POI.
Lesson	A specific description of a topic in terms of instructional material, procedures, resources and content that guides an instructor in his/her training activities.

\* The order in which constructs are listed is not intended to imply that each subsequent construct is subsumed within the one listed above it. While this can be said of lessons being subsumed within modules and modules within POI's, Courses and POIs are constructs at a parallel level of specificity.

### *General Description of the Sample*

*Table 2* provides a general statistical description of the sample in terms of the modules and lessons in the sample of N=51 POIs. On the basis of the characteristics of the distribution for these data, median values were selected to describe the sample. Based on median values, the most representative POI for this sample consists of 5 modules and 22 lessons, with approximately 4 lessons per module.



Table 2

*Description of the POI Sample with Respect to Courses, Modules and Lessons*

<b>Level</b>	<b>Overall</b>	<b>Mean</b>	<b>sd</b>	<b>Median</b>	<b>Mode</b>	<b>Range</b>	<b>Min</b>	<b>Max</b>
<b>Course</b>	<b>N</b>							
Modules	379	7.4	1	5	2	44	1 (Land Warrior Operator Course)	45 (Infantryman Course)
Lessons	2,065	40.5	44	22	18	211	7 (Stryker Brigade Combat Team IPCC)	218 (Infantry Captains' Career Course)
<b>Module</b>								
Lessons		7	.44	4	1			

*Qualitative Characteristics of Lessons*

The first step in any qualitative analysis of textual data is to identify appropriate units of analysis (Ryan & Bernard, 2000). In this sample, the units of analysis for qualitative coding were *lessons*, which consisted of four parts: *lesson titles, actions, conditions, standards*. Most of the lessons specify educational content, i.e., what and how a Soldier learns during a period of instruction. A smaller subset of lessons specifies administrative content, i.e., what the Cadre does in order to instruct and assess Soldiers. See *Table 3* for a description and an example of lesson-level units of analysis.

Table 3  
*Characteristics of Lesson Level Units of Analysis\**

<b>Unit of Analysis</b>	<b>Description</b>	<b>Example</b>
Lesson Title	What needs to be learned?	Vehicle Maintenance
Actions	What needs to be done?	Plan platoon and squad maintenance activities
Conditions	What is the teaching/learning environment?	As a platoon sergeant or squad leader, in a classroom environment given the appropriate maintenance reference materials
Standards	How to assess whether the required material been learned?	Identify the platoon sergeants' or squad leaders' responsibilities for platoon/squad maintenance activities

\* In U. S. Army Programs of Instruction, *lessons* are composed of titles, actions, conditions, and standards. Training activities are specified at the lesson level. The example given is from the Vehicle Maintenance lesson, CMF 11 Common Module, Basic Non-Commissioned Officer Course.

Interpretation and analysis of lesson-level data was completed in two stages. In the first stage, *lesson titles, actions, conditions, and standards* were coded into an initial set of themes. Initial themes were then refined during subsequent coding sessions within an SPSS database. In the second stage, the lessons were coded into exclusive categories and were analyzed statistically in order to assess relationships among lesson characteristics and to develop a decision process for assessing the dL transition potential for each lesson and, in aggregate, for each module and course. The following sections detail the qualitative and quantitative data treatment procedures.

#### *Interpretation and Coding*

Open and axial coding, common qualitative data analysis techniques, were used in developing a coding scheme. This approach was chosen for two reasons: (1) open and axial coding are well-accepted procedures in education research and other social science disciplines for developing a thematic description of a sample of qualitative data and (2) these procedures help an investigator in tracking interpretive decisions systematically, which is useful for reflecting on and refining the coding process (Creswell, 1998). In open coding, an initial set of codes were developed to categorize lessons into groups. Following this procedure, axial coding was used to combine the initial set of grouped lessons into more general categories.

The thematic description of lesson-level content was derived through an iterative interpretive process of coding and recoding each lesson and then checking the thematic descriptors against an emerging understanding of the structure of meaning in the total sample (cf. Gadamer, 1960; Linge, 1976). While the set of meanings that emerged from this process are specific to the USAIS sample of POIs, a similar structure may be applicable to other Army curricula.

A parsimonious coding system has been produced when an investigator has derived a minimal set of categories that make sense for describing the sample and he or she has crossed checked this coding system for consistency, addressing and qualifying inconsistent findings with reference to the original texts (Ryan & Bernard, 2000). It is a rigorous and systematic approach to working with qualitative data.

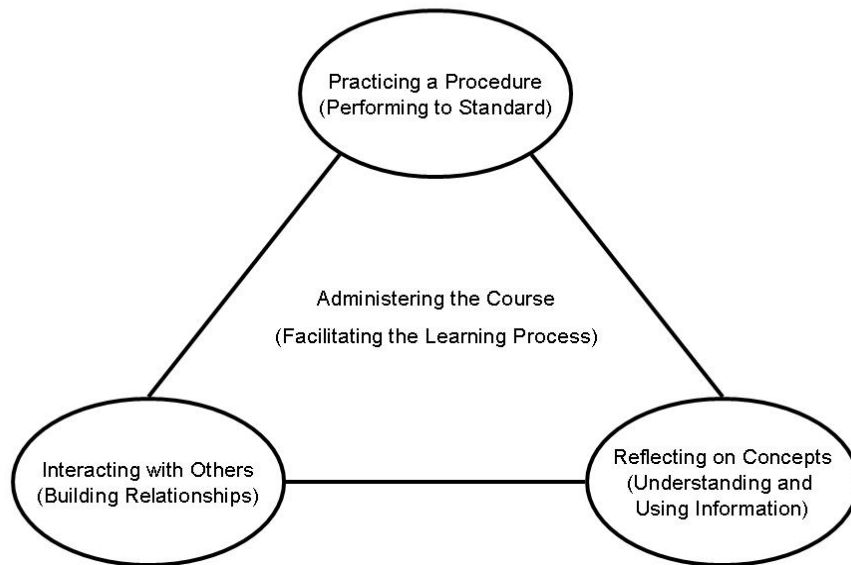
Open coding, as applied here, allowed the investigators to identify and consolidate categories within the sample based on a case-by-case analysis of lessons. Axial coding then allowed fewer and more general categories to be developed based on the initial open coding structure. For statistical description, exclusive categories were then coded. Although it was necessary to assume exclusive groups for purposes of statistical analysis, the data in fact indicated that a few lessons are a blend of the categories derived. When a lesson could be located across categories, its membership was determined based on the most salient training objective for the lesson and with reference to relevant U. S. Army field and technical manuals. The consequence of this coding procedure results in some lessons being classified as more appropriate for partial/blended transition to dL, when the decision process (addressed below) is applied to the sample.

The iterative coding process used for this investigation converged from a diverse set of categories to fewer and more inclusive groups. The preliminary coding scheme emerged with 14 groups; the final coding scheme collapsed the 14 groups into 4. The 4 code scheme is based on characteristics that were meaningfully associated across the sample—i.e., classroom instruction being combined with a conceptual learning goal, or field instruction with a procedural learning goal. In other words, *Lesson Titles*, *Actions*, *Conditions*, and *Standards* as descriptors formed consistent patterns throughout the sample. It is on the basis of systematically interpreting these patterns that the minimal number of categories was derived to describe the content of lessons within the sample.

### *Model Describing Lesson-Level Content*

Based on the qualitative coding techniques used in developing a thematic description of course content and in classifying each lesson, three themes were identified as describing course content and one as describing the context for these other themes. The three focal themes are (1) *Practicing a Procedure (Performing to Standard)*, (2) *Reflecting on Concepts (Understanding and Using Information)*, and (3) *Interacting with Others (Relationship Building)*. The context for these themes is *Administering the Course (Facilitating the Learning Process)*. See *Figure 1* for the thematic model. The thematic categories reflect that the investigators have assumed it is the actions and goals specified at the lesson-level—particularly how to properly train these

actions to reach the specified learning goal—that are of significant concern when transitioning course content to a dL modality.<sup>4</sup>



*Figure 1.* Thematic Relationships among Training Activities Described in U.S. Army Infantry School Programs of Instruction

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<sup>4</sup> Coding was conducted by a single rater due to the time constraints of this Technical Advisory Service research project. Ideally, multiple raters would have conducted the coding and an interrater reliability would be presented to indicate level of agreement between (or among) raters. In lieu of this, *Appendix B* presents the coding for each of the 2,065 lessons evaluated for the reader to evaluate.

In the thematic model, the training-related activity specified in a lesson is described first (followed by its more general training goal). The first three themes describe the learners' activities when actively engaging in training; the fourth theme describes what the instructor/administrator does when facilitating the learners' activities (creating a context for learning). The training objectives were determined with respect to the thematic structure derived from the sample and those specified in the sample and related course materials. Courses, modules, and lessons—while perhaps emphasizing a particular activity/objective—are in fact an amalgam of training activities and objectives, emerging within the context of the administrative activities of an Army training institution and affiliated Cadre.

Here, one may recall that themes are not purely distinct categories. They are instead meaningful points of focus within a sample of data; that is, points of concentration that have a center consisting of the purest cases associated with a particular meaning and peripheral cases that pick up some of the character of the meanings of other themes while retaining their most salient connection to the central meaning. In technical terms, a theme—as a type of construct—tends to have an oblique underlying factor structure (with a fuzzy boundary) rather than an orthogonal factor structure (with a definitive boundary). In *Figure 1*, this interrelatedness is noted by the lines that connect together the three central meanings that compose the figure.

*Ground/Context: Administering the Course (Facilitating the Learning Process).* Although specified at the lesson level, administrative activities are primarily within the domain of the training institution, installation facilities management and the Cadre, rather than the Soldiers-in-training. Course administration is essential in structuring training activities and facilitating the learning process. Thus, in *Figure 1* the *Administering the Course* serves as a ground that contextualizes and gives coherence to all other structured training activities. The thematic structure is also meant to imply that any broad change in instructional training modality (such as transition to dL) is necessarily going to be associated with changes in the administrative context, a situation that planners will need to carefully consider when transitioning course content. Administering, developing and teaching an online course can easily be very time and labor intensive. Instructors may invest comparable amounts of time to teaching an online course as they do face-to-face courses (especially outside of regular work hours), with students in different parts of the world and on different schedules often welcoming opportunities to interact with instructors and with each other (Trinidad, Carmo, & Bidarra, 2000). The ongoing labor and costs of providing a high quality infrastructure to support these activities is essential.

*Theme 1: Practicing a Procedure (Performing to Standard).* This theme relates to lessons that describe practicing a complex task, such as using a weapon in a hands-on and/or field training situation. The emphasis for this type of training is on a Soldier being able *to perform to Army standard* what is required to complete a task successfully. The philosophy underlying this type of training activity is that a Soldier learns by practicing the task, making mistakes and honing skills in training, where the consequences of a mistake are less severe than in battle. It is the paradigmatic case of *training as we fight* and the most prevalent type of training activity specified in the POIs.

*Theme 2: Reflecting on Concepts (Understanding and Using Information).* This theme focuses on acquiring, understanding and using factual information, doctrine and theory in support of professional military practice. It sometimes concerns information that supports a

Soldier in performing a hands-on task (e.g., understanding the science of ballistics helping a Soldier to zero a weapon sight and engage targets at a distance). In other cases, it may concern doctrine and appropriate applications (e.g., how an understanding of military tactics may allow a Platoon Sergeant to be aware of many—more or less viable—courses of action and to choose the best course of action). It is a theme that reflects the Army’s focus on training Soldiers to be rapid and precise problem solvers and decision makers, to know the ‘Schoolhouse solution’ and to know how to adapt that solution when faced with an unfamiliar situation.

*Theme 3: Interacting with Others (Building Relationships).* This theme specifies training in “soft” social skills—e.g., leadership, team-building, self-confidence, conflict management, etc. Often, these sorts of skills are learned through experiences interacting with others and thus have a tacit character. Combatives is an interesting example in this regard: it is practice and performance oriented in one sense, and a strong example of confidence building, “buddy-system” training in another. Combatives fosters an aggressive will to succeed and builds camaraderie in the Force; it is also a skill to be used against an enemy in the rare occasion that all other fighting/survival tactics have failed or are inappropriate. Other types of learning activities associated with this theme concern communication skills, such as those associated with preparing and delivering briefings, professional consultation with peers, or conducting after-action reviews. Lessons in this category are oriented toward producing a Soldier both proficient in communicating with and understanding others as well as in fighting an enemy in battle.

See *Table 4* for a description and examples of the coding categories.

#### *Quantitative Characteristics of Lesson-Level Content*

Once thematic categories were determined and lessons were assigned membership in exclusive groups, basic descriptive statistics were calculated concerning frequency and percentage of membership for each group. The left-hand column of *Table 3* presents the frequency and percentage of lessons for each thematic category.

The most prevalent type of activity/objective described in the data concerns *Practicing a Procedure*, which accounts for 900 lessons (44% of the total 2,065 lessons). Following this, *Reflecting on Concepts* accounts for 564 lessons (27%) and *Interacting with Others*, 155 lessons (8%). The remaining lessons in the sample describe activities related to *Administering the Course* (n = 445, 22%).

Table 4

*Description and Examples of the Lesson-Level Training Activities*

<b>Learning Activities</b>	<b>Description</b>	<b>Examples</b>
Practicing a Procedure (n = 900; 44%)	Hands-On w/ Weapons System	Using a M-249, M-240, .50 Cal. on a Firing Range
	Hands-On w/ Specialized Technology	Using a Raven Unmanned Aircraft System
	Hands-On w/ Simulator System	Javelin Simulator
	Outdoor Field Exercise and/or Requires Specialized Location	Parachuting, Mountaineering, etc.
	Using a Specialized Software and/or Computer System	FBCB2 Training
Reflecting on Concepts (n = 564; 27%)	Minimal Technology Required	Using a Field Manual, Personal Computer, Pens and Paper, etc., to Complete a Written Assignment
	Classroom Activity	Formulating a Battle Plan with a Map & Map Overlay
	Conceptual / Rational Focus	Science of Ballistics; Tactical use of Types of Fires; Planning a Fitness Program
Interacting with Others (n = 155; 8%)	“Buddy” Activities	Combatives; Team-Building Activities
	SME Interaction and Feedback	After Action Review
	Professional Peer Consultation	Advising, or Being Advised, for Professional Development
	Briefings (Public Speaking)	Delivering or Receiving a Face-to-Face Situation Briefing
Administering the Course (n = 446; 22%)	Examinations	End-of-Course Exams
	Logistical Activities	Booking the Firing Range; Obtaining Ammo/Weapons
	Organizing Ceremonies	Parades, Drills, Formal Dinners, Formal Meetings with Command

*Quantitative Characteristics of the USAIS Course-Level Coding Scheme*

The U. S. Army Infantry School employs a course-level, rather than lesson-level, coding scheme that consists of four exclusive course groups: (1) Functional Training (FUNC), (2) Initial Military Training (IMT), (3) Total Army Training System (TATS), and (4) Professional Military Education (PME). FUNC courses predominate in the sample and account for 30 courses (59% of the total 51 courses); this is followed by IMT (10 courses, 20%), TATS (8 courses, 16%), and PME (3 courses, 6%). At the lesson level, FUNC courses account for 847 lessons (41% of 2,065 lessons); this is followed by IMT (n = 805; 39%), TATS (n = 336; 16%), and PME (n = 77; 4%). See *Table 5* for summary comparisons.

Table 5  
*Frequency of Courses and Lessons by USAIS Coding Scheme*

<b>Course Type</b>	<b>Courses (N=51)</b>	<b>Lessons (N=2,065)</b>	<b>Example</b>
Functional Training	30 (59%)	847 (41%)	Airborne
Initial Military Training	10 (20%)	805 (39%)	Basic Combat Training
Total Army Training System	8 (16%)	336 (16%)	Maneuver ANCOG
Professional Military Education	3 (6%)	77 (4%)	BNCOC

*Establishing a Decision Process*

The investigators defined three types of dL transition outcomes that would be relevant to the establishment of a decision process to identify Infantry curriculum course content by transition type. These outcomes are (1) full, asynchronous transition (FT), (2) partial and/or blended transition (PBT), and (3) no transition (NT). FT designates lesson-level content that can be transitioned in total to an anytime, anywhere digital media format, such as Interactive Multimedia Instruction (IMI). PBT designates lesson-level content that is amenable in part to transition to digital media, yet still requires some synchronous communication and/or face-to-face interaction to meet specified training objectives. NT designates lesson-level content not amenable to transition.

With respect to NT lesson-level content it is important to consider the following caveat and rationale for the decision process described below: The U.S. Army Infantry School faces a training dilemma that is not often present in industrial and academic contexts: it trains very dangerous procedures (e.g., parachuting), uses lethal technology (e.g., engaging targets with the .50 caliber machine gun) and the effectiveness of training, particularly for the Infantry, is indicated concretely in the number of casualties suffered with respect to those inflicted on the enemy. Thus, the negative consequences that may be incurred as a result of inappropriate training are high. dL-based refresher training that concerns skill maintenance, precautions and procedures may be useful as a follow-up to traditional training and not in lieu of hands-on



training. The difference between (a) training that imparts knowledge *about* fighting and (b) training to *be* an able fighter is clear. It is important that Army training focus on both the conceptual and procedural aspects of skills when developing instructional materials and curricula.

With these considerations in mind, the investigators developed *Figure 2* to illustrate the process used to code lesson-level content with respect to the FT, PBT and NT categories. This approach is in accord with previous research and the unique characteristics of the U. S. Army Infantry School's sample of POIs.

The decision process begins at the top of the table and moves in numeric order through a series of yes-or-no questions that progressively cull NT lessons until reaching those that are either FT or PBT to dL. The questions concern basic characteristics of the lessons and have been specifically developed to be in accord with the thematic description of lesson content given above. In this way, each lesson could be classified into each of the transition outcome groups. Full Transition (FT) lessons account for 501 out of the total 2,065 lessons (24%), PBT for 536 (26%), and NT for 1,028 (50%).

The five-step decision model described here uses the categorical system outlined above to sort relevant lessons into groups. The model is designed to aid the decision-maker by moving through a process of exclusion based on the characteristics of the lesson being evaluated for transition to dL. The model first identifies lessons that are inappropriate for transition to dL, then identifies those that are appropriate for a blended learning transition (including both computer-based and face-to-face instruction) or a full transition, respectively.

The first stage of the decision process is intended to remove lessons from consideration given that they require a specialized technology, weapons system, and/or field environment. The second stage considers whether person-to-person and/or face-to-face interaction is required by the lesson. The third stage specifies whether observation/evaluation of Soldier performance by a present Subject Matter Expert (SME) is required by the lesson. The fourth stage asks whether this observation/evaluation can be mediated by a communications technology. Finally, the fifth stage addresses whether or not the lesson focuses on conceptual skills and/or abstract knowledge. The process is intended to cull lessons from the total corpus being considered to identify those most suitable for transition to a distributed learning or a blended learning format.

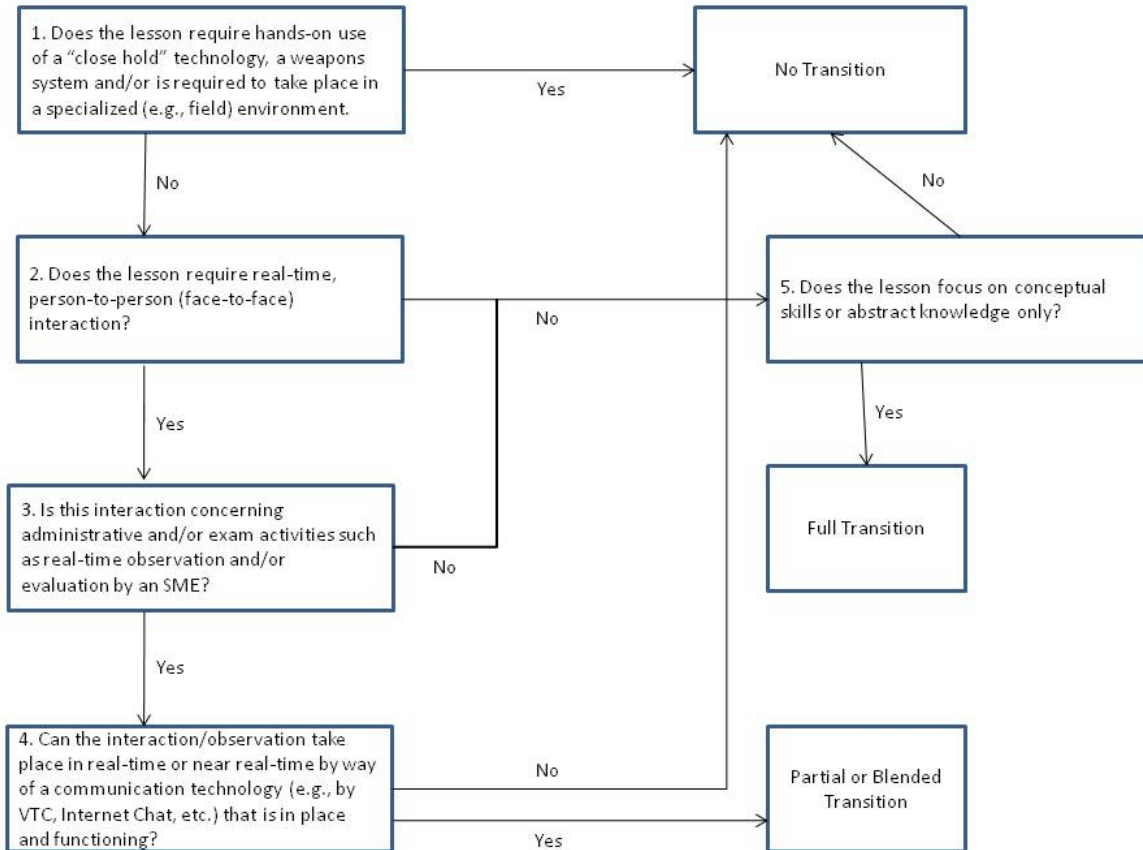


Figure 2. Schematic Flow Diagram Representing the Decision Process

### *Identifying Courses with High Potential for Transition to dL*

To identify high potential courses for USAIS G-3, the investigators calculated a standardized measure that compares and prioritizes FT and PBT content across courses. Courses and their associated lessons were prioritized on the basis of a ratio that describes the extent to which the number of FT and PBT lessons in a particular course exceed (or do not exceed) an overall mean value for the total sample. The expected value was calculated based on the relative proportions of FT and PBT lessons in the full sample. For each course, then, the relative FT and PBT lessons were divided by the overall mean value (putting all courses on the same scale of comparison). A course whose score exceeds a value of 1 indicates that it has higher than expected numbers of FT or PBT lessons. Courses were ranked by their FT and PBT ratio scores; this ranking represents a measure of transition potential.

## RESULTS

### *Transition Type by Lesson Category*

When lessons are thematized on the basis of learning activities/objectives, three basic types emerge: (1) *Practicing a Procedure*, (2) *Reflecting on Concepts*, and (3) *Interacting with Others*. These activities map onto the training objectives of *Performing to Standard*, *Understanding and Using Information*, and *Building Relationships*. These three types of student-centered activities are made possible within a training context established by the Army institutions and the Drill Sergeants, Instructors, and Cadre. Thus, the fourth group in the coding system is *Administering the Course*, which is associated with more general activities of *Facilitating the Learning Process* and supports the other three groups of activities/objectives.

The most prevalent type of activity/objective described in the data set concerns *Practicing a Procedure*, which accounts for 900 lessons (44% of the total 2,065 lessons). Following this, *Reflecting on Concepts* accounts for 564 lessons (27%) and *Interacting with Others*, 155 lessons (8%). The remaining lessons in the sample describe activities related to *Administering the Course* ( $n = 445$ , 22%). Refer again to *Table 3*, in the previous section, for an overview of the training activity types and examples that support the proposed structure.

The largest proportion of Full Transition (FT) lessons are found in the *Reflecting on Concepts* group, accounting for 494 lessons and 99% of the total FT group. This is followed by 6 lessons in the *Practicing a Procedure* group, which represents 1% of the total FT group, and *Administering the Course*, with 1 lesson ( $< 1\%$ ). This single lesson concerns a Reading Diagnostic that is administered in the Infantry Captains' Career Course.

The largest proportion of Partial/Blended Transition (PBT) lessons are found in *Practicing a Procedure* thematic group, accounting for 377 lessons and 70% of the PBT group. The second largest proportion of PBT lessons is in *Interacting with Others* group, accounting for 90 lessons (17% of PBT), and the third, *Reflecting on Concepts*, accounting for 69 lessons (13% of PBT). There are no *Administering the Course* lessons in this group.

The largest proportion of No Transition (NT) lessons are found in the *Practicing a Procedure* group, accounting for 517 (50% of the total NT lessons). This is followed by 445 lessons in the *Administering the Course* group (43% of the NT group). Sixty-five (6%) of the NT lessons are coded in the *Interacting with Others* group. One lesson ( $< 1\%$ ) in the *Reflecting on Concepts* group was included in the NT group; this lesson concerned an Independent Study for the International Officer Preparatory Course. The most frequently occurring NT lesson is procedure-oriented and trains rapid execution of dangerous and complex tasks and/or trains using a close-hold weapon or other technology.

FT and PBT lessons were coded concerning whether the content is amenable to asynchronous (anytime, anywhere) presentation or requires additional technology to mediate (semi)synchronous communication. Asynchronous lessons were not determined to require real time or semi-synchronous communication to accomplish the lesson objectives (as described in

the POI); Synchronous lessons, however, were determined to require some real time, or near real time, communication among participants in order to meet lesson objectives.

All FT lessons were coded as asynchronous (n = 501). In the PBT category, however, 89 lessons were synchronous (17%) and 447 (83%) were asynchronous. The relative proportions of synchronous and asynchronous course content can be modified to the degree to which the Army would like to have instructors involved in course administration and facilitation. When making this determination, it is also important to consider how much interaction among Soldiers is necessary to accomplish training objectives. *Table 6* provides a summary of lesson counts by training activity and transition type.

#### *Transition Type by Course Category*

When analyzing dL transition types with respect to the USAIS course classification scheme, the highest number of FT lessons are found in IMT courses (209), followed by TATS (169), FUNC (116) and PME (7). The highest number of PBT lessons are in the FUNC courses (238), followed by IMT (221), TATS (51), and PME (26). For the NT lessons, the highest number are in the FUNC courses (493), followed by IMT (375), TATS (116) and PME (44). Summary information is presented in *Table 7*.

#### *Prioritization of Courses for Transition*

For the final set of analyses, courses were prioritized and ranked based on a calculation of the ratio of observed to expected FT and PBT lessons. Values exceeding 1 were understood to indicate that a course has a higher than expected number of lessons in either the FT or PBT category. *Appendix Table A-1* and *Appendix Table A-2* show the ranked courses. USAIS may benefit by focusing its transitioning its development efforts on the courses highest in the ranking. The Top 10 courses for each group are indicated by designation above the triple-lined row break in the tables. *Appendix B* is an Access database report that describes, for each course assessed, the associated modules and lessons as well their dL transition rating, activity/objective group membership, and whether they are amenable to synchronous or asynchronous presentation. *Appendix B* may be used to cross-check the investigators' evaluations in order to make final decisions with respect to transitionable content.

Table 6  
*Lesson Counts by Training Activity and Transition Type*

Lesson Code	Transition Types			Total
	Full	Partial/Blended	No Transition	
Practicing a Procedure	6	377	517	900 (44%)
Reflecting on Concepts	494	69	1	564 (27%)
Interacting with Others	0	90	65	155 (8%)
Administering the Course	1	0	445	446 (22%)
<b>Total</b>	501 (24%)	536 (26%)	1028 (50%)	2,065

Table 7  
*Number of Lessons, USAIS Course Types\* by dL Transition Types*

Course Types	Transition Types			Total
	Full	Blended/Partial	No Transition	
FUNC	116	238	493	847 (41%)
IMT	209	221	375	805 (40%)
TATS	169	51	116	336 (16%)
PME	7	26	44	77 (4%)
<b>Total</b>	501 (24%)	536 (26%)	1028 (50%)	2,065

\* FUNC = Functional Training; IMT = Initial Military Training; TATS = Total Army Training System; PME = Professional Military Education.

## DISCUSSION

In order to help USAIS select course content for transition to a dL format, ARI analyzed a sample of 51 POIs that were selected by USAIS for assessment. The focus of this analysis was on lesson-level content in order to identify high potential lessons for transition to a dL format based on POI-specified lesson level content and training objectives. This analytic focus and the decision process developed tend to overlook logistical concerns, such as the cost to administer a course in a residential format. The selection approach that will most likely lead to an ideal outcome for the Army will balance concerns about the appropriateness of the media being used to train specific instructional content, the quality of media being produced, as well as concerns about cost/resourcing. This balance will enable to Army to accomplish the highest quality training possible without wasting limited time and resources producing ineffective computer-based/multimedia training.

### *Summary of Findings*

Within the USAIS sample, the investigators identified 501 (out of 2,065) lessons appropriate for a full transition to a digital/interactive multimedia format, and 536 (out of 2,065) lessons appropriate for a partial/blended transition to multimedia in combination with an appropriate communications technology, such as video-teleconferencing or email listserv, or other accommodation made to facilitate interaction between instructors and trainees as well as between trainees.<sup>5</sup>

The largest number of full transition lessons are contained within IMT courses and the largest number of partial/blended transition courses are contained within FUNC courses. Likewise, the largest number of full transition lessons specify activities related to *Reflecting on Concepts* and the largest number of partial/blended courses specify activities related to *Practicing a Procedure*. For IMT, the training context is particularly salient to Soldierization and ‘making real’ the world of the Army in transforming a recruit to a Soldier. While much of the content of IMT training POIs suggest potential for transition, to do so could potentially undermine the social processes necessary for Soldiers to come to see themselves as Soldiers (Beal, 2009). With respect to *Functional Training*, computer-based media can be developed and utilized to free-up in-class time to emphasize hands-on practice with the equipment/procedures being trained. In the domain of digital systems training, however, it is possible to develop virtual interfaces similar to the device being trained, which may be used in training (cf. Tucker et al., 2009).

In identifying appropriate course content for transition, the conceptual information provided in initial military training may be amenable to transition to dL both for initial instruction and refresher training. Procedural information, learned in functional courses, may be amenable to partial/blended transition for initial training and may be used in a distance learning context for refresher training and review.

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<sup>5</sup> It should be noted that these data were specific to USAIS and caution should be exercised before applying the results to other courses at other Army Schoolhouses.

Residential and blended training has the advantage of fostering interpersonal communication among Soldiers. Within the present sample of POIs, 8% of lessons dealt with activities specific to *Interacting with Others*. This aspect of training is likely much higher in practice, however, as social interaction may be the backdrop for many procedural training activities. Social presence, i.e., people being together in the same place, is the basis for much face-to-face instruction and is often taken as a given in the Army training context. In addition, the current operational environment—one in which Soldiers find themselves in the roles of negotiators and diplomats as well as warfighters—necessitates that the Army maintain course content that focuses on “softer” social skills, which are ideally learned in a face-to-face training setting. Some content is already being developed concerning cultural awareness and language learning, but this could be extended into areas of social decision-making, such as negotiation, mediation and conflict resolution.

Course administration related activities are specified in 21.5% of the lessons analyzed in this investigation. The thematic structure developed here emphasizes the importance of administrative activities in facilitating the learning process. This function holds regardless of whether a course is being delivered in a residential or distance mode. Administrative activities will need to be adapted to accord with the particular instructional modality, or blend of modalities, chosen for a course. Where blended approaches are currently being applied, it is often the case that a Soldier is assumed to have completed a set of training prerequisites through dL before attending the residential portion of a course. It may be useful to more closely combine the instructional modalities for blended training for in-residence, as well as distance, training. The instructors will be able to spend less residential training time on in-class lecture and more time imparting their expertise through hands-on training. This shift in training emphasis may increase the logistical/scheduling pressures placed on institutions, such as greater demand for access to ranges or simulators.

The decision process developed here moves through a sequence of steps that enables a training developer to exclude lessons on the basis of core instructional content. Lessons that require a Soldier to have direct access to a close-hold technology or weapons system would most effectively be trained in a residential or other hands-on training context. Lessons that emphasize structured forms of social interaction (such as sharing written responses to an assignment) may be trained effectively in a virtual environment. However, when the lesson requires real time, person-to-person interaction, a virtual training environment may not be as effective. For example, an AAR may be far less effective if the trainer is not present to observe training and discuss as a group the trainees’ decisions and behaviors during training. Finally, the type of information to be trained most effectively in a virtual environment would seem to be conceptual skills and knowledge that can be readily communicated in spoken and/or written text or demonstrated visually over skills and knowledge that tend to be tacit and socially-oriented in character, deriving from experience over time in a particular type of context or situation (Polyani, 1967).

### *Adapting to a Distributed/Blended Training Context*

Army Distributed Learning (dL) development efforts so far have been a tandem process of transitioning learning material to electronic multimedia format at the local level of Army

courses and schools, with administrative bodies (such as TADLP) emerging to consolidate the material being developed. dL media development and dL program administration are activities that require somewhat different sets of skills and that elicit somewhat different sets of concerns: for example, deciding between learning achievement and/or cost savings as the most relevant measures of program effectiveness (Cianciolo, 2007). The need to coordinate development and administrative processes, and balance respective evaluation criteria, is recognized as an important issue across organizational contexts.

When developing dL courses, it may be useful to focus on necessary characteristics of the training environment, such as instructor presence, face-to-face interaction, or access to equipment and technology to bring about identifiable and measureable training outcomes (Garrison, 1993; Moore, 1993). As trainers and educational researchers recognize the emerging costs and benefits of various approaches to training at a distance, blended learning is providing a viable alternative to pure plug-and-play dL (or pure face-to-face residential) training formats and expands the flexibility available to instructors and trainees to meet organizational training goals (cf. Anderson, 2003; Sims, Burke, Metcalf, & Salas, 2008).

The Army may also benefit from investigating how to incorporate personal information technology and communications technologies into every Soldier's core equipment. It has been noted that in light of the TADLP initiatives, significant advantages may exist for an initiative making personal communication devices or low-cost, network-capable personal computers available to Soldiers for their initial and subsequent professional training (Duval, Personal Communication, 9 Nov 2007). Such a program would ensure Soldiers' access to requisite online training materials being developed.

Implementations of dL can be critiqued on the grounds that too often the focus is on technological, design and application aspects, rather than on where dL fits within a complex training environment and what trade-offs are being made when instructional material is transitioned. The Army has historically been innovative in utilizing a variety of training technologies and methods to meet its needs. It is no different today with Mobile Training Teams, video-teleconferencing, and other blended learning approaches to Army training. The Army will likely benefit by continuing to seek ways to integrate distributed learning technologies with its tradition of hands-on and collaborative approaches to training through interactive learning technologies.

TRADOC TADLP was created to channel resources toward continuing to develop, evaluate and centrally manage Army dL instructional materials, courses and programs. The TADLP initiative seeks "to enhance the readiness posture of the Army by distributing standardized training at the right place and time from Army training proponents to soldiers, leaders, and DA civilians in units and organizations Army-wide" (AR 350-1, 3 Aug 2007, p. 15). Having such a centralized dL initiative contributes to the development of 'realistic, engaging and personal' instruction, amenable to the current planning and distribution requirements of the Army (Belanich, Moses, & Orvis, 2005). While this is a very useful program that contributes a great deal to Army training, this investigation would seem to indicate that it is not a panacea to be applied across the curricula of the residential training institutions without significantly affecting the appropriateness and quality of training provided to Soldiers. This is particularly



true concerning the vast domain of procedural training that requires access to regulated and/or uncommon equipment and technology.

When reflecting on U.S. Army training in a historical context, what comes to mind for many is residential classroom instruction, hands-on practice with specialized equipment, field exercises and face-to-face, real-time interaction among instructors and peers. Nonresidential training—in the form of correspondence courses—has long been part of the Army curriculum and a number of distance e-learning programs were developed by the U. S. Army and the Army National Guard Bureau as early as 1995 (USGAO, 2003). Even so, TRADOC initiatives have never been as focused on correspondence training and e-learning as they currently are on distributed learning technology. Growth in the capabilities of computers and, in particular, networked information systems has increased the potential for using distributed modes of instruction. This development is motivating significant Army-wide changes in training philosophy and practice (TPIO TADLP, dL Star, Sept 2007, p. 2-3).

The U.S. Army sees in dL technology the potential for individualized, self-paced instruction, breaking down the ordinary geographic and temporal barriers to residential training. dL technology will enable Soldiers to meet 21<sup>st</sup> century operational and training needs in areas of decision-making, collaboration, flexibility, adaptability, and information management (Belanich, Moses, & Orvis, 2005). It is important, however, for the Army to make a concerted and self-conscious effort to maintain hands-on training as well as face-to-face interaction and mentoring as central aspects of professional instruction and development.



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## Acronyms

AKO	Army Knowledge Online
ALMS	Army Learning Management System
ANCOC	Advanced Noncommissioned Officer Course
ARI	U.S. Army Research Institute for the Behavioral and Social Sciences
BCT	Basic Combat Training
BFR	Battlefield First Responder
BNCO	Basic Noncommissioned Officer Course
BRM	Basic Rifle Marksmanship
dL	Distributed Learning
FT	Full Transition
FUNC	Functional Training
FY	Fiscal Year
IMI	Interactive Multimedia Instruction
IMT	Initial Military Training
NCO	Noncommissioned Officer
NT	No Transition
OSUT	One Station Unit Training
PBT	Partial and/or Blended Transition
POI	Program of Instruction
PME	Professional Military Education
SINGARS	Single Channel Ground and Airborne Radio System
SPSS	Statistical Package for the Social Sciences
TATS	Total Army Training System
TADLP	The Army Distributed Learning Program
TRADOC	Training and Doctrine Command
USAIS	U.S. Army Infantry School



## **APPENDIX A**

### **Rankings by Course Content**

## APPENDIX A

Some POIs have similar titles, such as the *Maneuver Captains Career Course, Phase 2*, and *Maneuver Captains Career (DCST Validated P06-434)*. The content of these courses does differ to some degree and has been analyzed and prioritized according to each courses' respective content. For more in-depth analysis of course content by POI, see *Appendix B*.

Table A-1  
*Courses Ranked by Full Transition O/E Ratio Score*

Course Title	Full Transition (O/E Ratio Score)
Maneuver Captains Career Course, Phase 2	2.81
Maneuver Captains Career (DCST Validated P06-434)	2.39
CENTCOM Theater Specific Individual Requirement Training (TSIRT)	2.32
Maneuver ANCOG (Indirect Fire Infantryman)	2.11
Infantry Captain's Career Course	2.00
SBCT IPCC	1.76
SBCT Master Trainer Course	1.74
Maneuver ANCOG (Infantryman)	1.58
Small Unmanned Aircraft Systems Raven B Master Trainer Course	1.52
BFV System Master Gunner Course	1.43
Infantry Pre-Command Course – BFV	1.36
Sniper Employment Leader Course	1.25
International Officer Preparatory Course	1.18
Officer Candidate School/BOLC I	1.04
Bradley Transition Course	0.94
Jumpmaster	0.93
Antiarmor Leader Course	0.82
Infantryman	0.77
Land Warrior Leader Qualification Course	0.75
Basic Combat Training	0.73
Reconnaissance Surveillance Leader Course	0.68



Table A-1 (Continued)  
*Courses Ranked by Full Transition O/E Ratio Score*

<b>Course Title</b>	<b>Full Transition (O/E Ratio Score)</b>
Basic Officer Leaders (Direct Commissioned)	0.61
Infantry Basic Officer Leader Course / BOLC Phase III	0.60
Basic Noncommissioned Officer Course (Indirect Fire Infantryman)	0.57
Mechanized Leader Course	0.50
Basic Noncommissioned Officer Course (Infantryman)	0.48
Combat Lifesaver Course	0.45
Mechanized Leader's Course (M2A3)	0.45
SBCT Transition Course	0.42
Pathfinder	0.39
Ranger	0.39
Infantry Mortar Leader	0.38
Javelin Train-the-Trainer Course	0.29
Indirect Fire Infantryman	0.28
Land Warrior Operator Course	0.23
Basic Officer Leader Course Phase II	0.22
Sniper	0.21
Long-Range Marksmanship Course Mobile Training Team (MTT)	0.20
Small Arms Weapons Expert	0.19
Infantryman BNCOC	0.14
Airborne	0.00

Note. Courses that scored a '0' on this measure had no Full Transition lessons.

Table A-1 (Continued)  
*Courses Ranked by Full Transition O/E Ratio Score*

<b>Course Title</b>	<b>Full Transition (O/E Ratio Score)</b>
BFV Master Gunner Course (M2A3)	0.00
Combatives Level III Trainers Course	0.00
Combatives Level IV Trainers Course	0.00
Infantry Pre-Command Course	0.00
Infantryman (MOSQ)	0.00
Javelin Gunner Course	0.00
Maneuver ANCOC	0.00
Raven B Small Unmanned Aircraft System Operator and Maintainer	0.00
SBCT Leaders Course	0.00
Short Range Marksmanship Course	0.00

Note. Courses that scored a '0' on this measure had no Full Transition lessons.

Table A-2  
*Courses Ranked by Partial/Blended Transition O/E Ratio Score*

<b>Course Title</b>	<b>Partial/Blended Transition (O/E Ratio Score)</b>
Javelin Gunner Course	2.90
Infantry Pre-Command Course	2.69
SBCT Leaders Course	2.58
Indirect Fire Infantryman	2.56
Infantryman (MOSQ)	2.55
Javelin Train-the-Trainer Course	2.22
Land Warrior Operator Course	2.13
Mechanized Leader's Course (M2A3)	2.13
Basic Officer Leaders (Direct Commissioned)	2.08
Land Warrior Leader Qualification Course	1.93
Sniper Employment Leader Course	1.83
Reconnaissance Surveillance Leader Course	1.67
Basic Noncommissioned Officer Course (Indirect Fire Infantryman)	1.58
SBCT Transition Course	1.54
Combat Lifesaver Course	1.49
Raven B Small Unmanned Aircraft System Operator and Maintainer	1.49
Infantryman BNCOC	1.47
Basic Combat Training	1.40
Basic Officer Leader Course Phase II	1.35
Pathfinder	1.27
CENTCOM Theater Specific Individual Requirement Training (TSIRT)	1.22
SBCT Master Trainer Course	1.22

Table A-2 (Continued)  
*Courses Ranked by Partial/Blended Transition O/E Ratio Score*

<b>Course Title</b>	<b>Partial/Blended Transition (O/E Ratio Score)</b>
Sniper	1.20
Combatives Level IV Trainers Course	1.11
SBCT IPCC	1.11
Infantry Mortar Leader	1.05
Infantry Captain's Career Course	0.97
Maneuver ANCOC (Infantryman)	0.95
Basic Noncommissioned Officer Course (Infantryman)	0.90
Ranger	0.89
BFV Master Gunner Course (M2A3)	0.88
Maneuver ANCOC	0.87
Infantryman	0.83
Small Unmanned Aircraft Systems Raven B Master Trainer Course	0.82
Short Range Marksmanship Course	0.79
Antiarmor Leader Course	0.77
Infantry Basic Officer Leader Course / BOLC Phase III	0.72
Small Arms Weapons Expert	0.70
Long-Range Marksmanship Course Mobile Training Team (MTT)	0.64
Officer Candidate School/BOLC I	0.61
BFV System Master Gunner Course	0.50
Maneuver ANCOC (Indirect Fire Infantryman)	0.48
Mechanized Leader Course	0.47
Maneuver Captains Career (DCST Validated P06-434)	0.41

Table A-2 (Continued)  
*Courses Ranked by Partial/Blended Transition O/E Ratio Score*

<b>Course Title</b>	<b>Partial/Blended Transition (O/E Ratio Score)</b>
Bradley Transition Course	0.35
Airborne	0.32
Maneuver Captains Career Course, Phase 2	0.29
Jumpmaster	0.25
Infantry Pre-Command Course – BFV	0.21
International Officer Preparatory Course	0.18
Combatives Level III Trainers Course	0.00



## **APPENDIX B**

**dL Transition Assessment: USAIS Ft. Benning Infantry Residential Course POIs**

## Appendix B

### dL Transition Assessment: USAIS Ft. Benning Infantry Residential Course POIs

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**dL Transition Assessment: USAIS Ft. Benning Infantry Residential Course POIs**

**Airborne**

***Module: Ground Week***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Parachute Landing Falls	No	Procedural	N/A
Airborne Orientation	No	Procedural	N/A
Methods of Recovery	Blended/Partial	Procedural	Asynchronous
Physical Training Exercise (Tower)	No	Procedural	N/A
Swing Landing Trainer	No	Procedural	N/A
Physical Training Exercise (Ground)	No	Procedural	N/A
34-Foot Tower (Individual Exit)	No	Procedural	N/A
Parachute Landing Falls	No	Procedural	N/A
Mock Door (Individual Exit)	No	Procedural	N/A
34-Foot Tower (Individual Exit)	No	Procedural	N/A
34-Foot Tower (Mass Exit)	No	Procedural	N/A
Physical Training Exercise (Ground)	No	Procedural	N/A

***Module: Jump Week***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Parachute Jumps	No	Procedural	N/A
Rigging Combat Equipment	No	Procedural	N/A
Parachute Jumps	No	Procedural	N/A

**Module: Non Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for the Basic Airborne Course	No	Administrative	N/A

**Module: Tower Week**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
250-Foot Free Tower	No	Procedural	N/A
Parachute Malfunction	Blended/Partial	Conceptual	Asynchronous
MC1-1D T-10 Reserve Familiarization Class	No	Procedural	N/A
Physical Training Exercise (Tower)	No	Procedural	N/A
Suspended Harness	No	Procedural	N/A
Mock Door (Mass Exit)	No	Procedural	N/A
34-Foot Tower (Mass Exit)	No	Procedural	N/A
Swing Landing Trainer	No	Procedural	N/A

**Antiarmor Leader Course**

**Module: Administrative Time**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative Time	No	Administrative	N/A

**Module: Antiarmor Gunner Skills Test**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Comprehensive Exam II	No	Administrative	N/A
Comprehensive Exam I	No	Administrative	N/A
Comprehensive Exam II	No	Administrative	N/A

Comprehensive Exam I	No	Administrative	N/A
<b>Module:    <i>Antiarmor Tactics</i></b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Antiarmor Tactics	Yes	Conceptual	Asynchronous
Antiarmor Crew Drills	No	Procedural	N/A
<b>Module:    <i>Combat Vehicle Identification</i></b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Combat Vehicle Identification	Yes	Conceptual	Asynchronous
Combat Vehicle Identification Test	Yes	Conceptual	Asynchronous
<b>Module:    <i>Live Fire Exercise</i></b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Antiarmor Weapons Live Fire	No	Procedural	N/A
<b>Module:    <i>Machine Guns</i></b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
MK 19 Machine Gun Exam	No	Administrative	N/A
Antiarmor Aiming Devices	No	Procedural	N/A
MK 19 Machine Gun	Blended/Partial	Procedural	Asynchronous
Caliber .50 Machine Gun Fundamental Skills	Blended/Partial	Procedural	Asynchronous
<b>Module:    <i>TOW Gunnery</i></b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
TOW Gunnery Overview	Blended/Partial	Conceptual	Asynchronous
ITAS Gunnery Trainer	No	Procedural	N/A
ITAS Field Tactical Trainer	No	Procedural	N/A

TOW Field Tactical Trainer	No	Procedural	N/A
TOW Gunnery Trainer	No	Procedural	N/A

**Module: TOW Missile Family**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
TOW Missile Family	Yes	Conceptual	Asynchronous
TOW Maintenance	Yes	Conceptual	Asynchronous

**Module: TOW Weapons System**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
TOW Improved Target Acquisition System Gunner Skill	No	Procedural	N/A
TOW Improved Target Acquisition System Gunner Skill	No	Procedural	N/A
Antiarmor Platoon Weapons System	Blended/Partial	Procedural	Asynchronous
Antiarmor Platoon Weapons System	Blended/Partial	Procedural	Asynchronous

**Basic Combat Training**

**Module: Nuclear, Biological, and Chemical Defense**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Nuclear, Biological, and Chemical Defense 2	Blended/Partial	Procedural	Asynchronous
Nuclear, Biological, and Chemical Defense 1	Blended/Partial	Procedural	Asynchronous

**Module: Administrative/Support Time**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative/Support Time	No	Administrative	N/A

**Module: Basic Tactical Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Basic Tactical Training 4 (Move as a Buddy Team under Fire)	Blended/Partial	Procedural	Asynchronous

Basic Tactical Training 5 (Squad Tactical Training)	Blended/Partial	Procedural	Asynchronous
"Basic Tactical Training 2 (Employ Camouflage, Cover, and Concealment)"	Blended/Partial	Procedural	Asynchronous
Basic Tactical Training 1 (Combat Team Development Course)	No	Procedural	N/A
Basic Tactical Training 3 (Team Tactical Movements)	No	Procedural	N/A

**Module: Drill and Ceremonies**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Drill and Ceremonies 6 (Platoon Drill)	No	Procedural	N/A
Drill and Ceremonies 2 (Individual Drill - Stationary Movements)	No	Procedural	N/A
Drill and Ceremonies 3 (Individual Drill - Marching)	No	Procedural	N/A
Drill and Ceremonies 5 (Squad Drill)	No	Procedural	N/A
Drill and Ceremonies 7 (Company Drill)	No	Procedural	N/A
Drill and Ceremonies 4 (Individual Drill with Weapons)	No	Procedural	N/A

**Module: Field Training Exercises**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Field Training Exercise 1	No	Procedural	N/A
Field Training Exercise 2	No	Procedural	N/A
Field Training Exercise 3	No	Procedural	N/A

**Module: First Aid**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
First Aid 7 (Transport a Casualty)	Blended/Partial	Procedural	Asynchronous
First Aid 6 (Perform Cardiopulmonary Resuscitation - CPR)	Blended/Partial	Procedural	Asynchronous
First Aid 8 (Perform Field Sanitation and Preventive Medicine Fieldcraft)	Blended/Partial	Procedural	Asynchronous

First Aid 1 (Evaluate a Casualty for Life-Threatening Conditions)	Blended/Partial	Procedural	Asynchronous
First Aid 2 (Manage the Airway)	Blended/Partial	Procedural	Asynchronous
First Aid 3 (Control Bleeding and Treat Burns)	Blended/Partial	Procedural	Asynchronous
First Aid 4 (Splint a Suspected Fracture)	Blended/Partial	Procedural	Asynchronous
First Aid 5 (Perform Tactical Combat Casualty Care)	Blended/Partial	Procedural	Asynchronous
First Aid 9 (Administer Nerve Agent Antidote)	Blended/Partial	Procedural	Asynchronous

**Module: Guard Duty**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Guard Duty 1 (Purpose, Type, and Composition)	No	Procedural	N/A
Guard Duty 2 (Introduction to Check Point Operations)	No	Procedural	N/A

**Module: Land Navigation**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Land Navigation 5 (Night Dismounted Land Navigation)	Blended/Partial	Procedural	Asynchronous
Land Navigation 3 (Dismounted Land Navigation)	Blended/Partial	Procedural	Asynchronous
"Land Navigation 2 (Pace Count, Compass, and Terrain Association)"	Blended/Partial	Procedural	Asynchronous
Land Navigation 1 (Basic Map Reading)	Blended/Partial	Procedural	Asynchronous
Land Navigation 4 (Operate the Precision Lightweight Global Positioning System (PLGR))	Blended/Partial	Procedural	Asynchronous

**Module: Landmine Defense**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Landmine Defense 1 (M18A1 Claymore Mine)	Blended/Partial	Procedural	Asynchronous
Landmine Defense 2 (UXO / IED)	Blended/Partial	Procedural	Asynchronous



**Module: Military Communications**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Basic Military Communications	Blended/Partial	Procedural	Asynchronous

**Module: Move Under Direct Fire**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Move Under Direct Fire 3 (Night Infiltration Course)	No	Procedural	N/A
Move Under Direct Fire 2 (Nighttime Defensive Fire)	No	Procedural	N/A
Move Under Direct Fire 1 (Daytime Defensive Fire)	No	Procedural	N/A

**Module: Physical/Mental Health**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Personal Health and Feminine Hygiene	Yes	Conceptual	Asynchronous
Personal Hygiene and Sexually Transmitted Diseases	Yes	Conceptual	Asynchronous
Physical Readiness Training and Testing	No	Administrative	N/A
Conditioning Obstacle Course	No	Procedural	N/A
Confidence Obstacle Course	No	Procedural	N/A
Physical Readiness Training and Testing	No	Procedural	N/A
Tactical Foot Marches	No	Procedural	N/A
Confidence Tower	No	Procedural	N/A

**Module: Rifle Bayonet Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Rifle Bayonet Training 3 (Basic Defensive Movements)	No	Procedural	N/A
Rifle Bayonet Training 1 (Basic Movements)	No	Procedural	N/A

Rifle Bayonet Training 2 (Basic Attack Movements)	No	Procedural	N/A
Rifle Bayonet Training 5 (Bayonet Assault Course)	No	Procedural	N/A
Rifle Bayonet Training 4 (Individual Bouts)	No	Procedural	N/A

**Module: Rifle Marksmanship**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BRM 6 (Downrange Feedback)	No	Procedural	N/A
ARM 3 (Engage Targets Night Aided - ANPAC-4C)	No	Procedural	N/A
BRM 1 (Basic Rifle Marksmanship)	No	Procedural	N/A
BRM 2 (Marksmanship Fundamentals I)	No	Procedural	N/A
BRM 3 (Marksmanship Fundamentals II)	No	Procedural	N/A
BRM 4 (Grouping Procedures)	No	Procedural	N/A
BRM 5 (Zero an M16-Series Rifle)	No	Procedural	N/A
BRM 7 (Field Fire I)	No	Procedural	N/A
BRM 9 (Practice Record Fire I)	No	Procedural	N/A
BRM 10 (Practice Record Fire II)	No	Procedural	N/A
BRM 11 (Record Fire)	No	Procedural	N/A
ARM 1 (Quick Fire)	No	Procedural	N/A
BRM 8 (Field Fire II)	No	Procedural	N/A
ARM 2 (Engage Targets with CCO)	No	Procedural	N/A

**Module: Situational Training Exercises**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Situational Training Exercise (STX) 3 - Conduct Convoy Re-Supply	Blended/Partial	Procedural	Asynchronous
Situational Training Exercise (STX) 6 - Secure an Objective: Enter and Clear a Building	Blended/Partial	Procedural	Asynchronous

Situational Training Exercise (STX) 4 - Conduct Movement to Contact	Blended/Partial	Procedural	Asynchronous
Situational Training Exercise (STX) 2 - Occupy an Assembly Area	Blended/Partial	Procedural	Asynchronous
Situational Training Exercise (STX) 1 - Establish/Operate a Checkpoint	Blended/Partial	Procedural	Asynchronous
Situational Training Exercise (STX) 5 - Conduct a Security Patrol	Blended/Partial	Procedural	Asynchronous

**Module: Soldierization**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Inspections	No	Administrative	N/A
Warrior Ethos	Yes	Conceptual	Asynchronous
Threats in Today's Operational Environment	Yes	Conceptual	Asynchronous
Military Courtesies and Customs	Yes	Conceptual	Asynchronous
Managing Personal Finances and Affairs	Yes	Conceptual	Asynchronous
Army Heritage and Traditions	Yes	Conceptual	Asynchronous
Values Training	Yes	Conceptual	Asynchronous
Appropriate Behavior	Yes	Conceptual	Asynchronous
Army Organization	Yes	Conceptual	Asynchronous
Army's Sexual Assault Prevention and Response Training	Yes	Conceptual	Asynchronous
Law of Land Warfare / Standing Rules of Engagement (ROF) Principles	Yes	Conceptual	Asynchronous
Identification and Wear of Military Uniform	Yes	Conceptual	Asynchronous
Comply with Provisions of UCMJ	Yes	Conceptual	Asynchronous
Equal Opportunity and Sexual Harassment Policies and Programs (EO/POSH)	Yes	Conceptual	Asynchronous
Reception and Integration Day Procedures	No	Administrative	N/A
Maintain Spiritual, Emotional, and Mental Fitness	Yes	Conceptual	Asynchronous

**Module: Tactics**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Convoy Operations	Blended/Partial	Procedural	Asynchronous
Modern Army Combatives	No	Social	N/A
Urban Operations	No	Procedural	N/A
Call for Indirect Fire	Blended/Partial	Procedural	Asynchronous
Interact with News Media	Yes	Conceptual	Asynchronous
Troop Leading Procedures	Yes	Conceptual	Asynchronous
Convoy Live Fire Exercise	No	Procedural	N/A
Process Enemy Prisoner of War (EPW) / Civilian Internee (CI) at a Collecting Point or Holding	Blended/Partial	Procedural	Asynchronous

**Module: U. S. Weapons Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
U.S. Weapons Training (M203 Grenade Launcher)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (Hand Grenades)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (M240B Machine Gun)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (M249 Machine Gun - SAW)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (M136 AT-4)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (MK19 Machine Gun)	Blended/Partial	Procedural	Asynchronous

**Basic Noncommissioned Officer Course (Indirect Fire Infantryman)**

**Module: CMF 11 Common**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Land Navigation Pre-Test (Day/Night)	No	Procedural	N/A

Force XXI Battle Command Brigade and Below (FBCB2)	Blended/Partial	Procedural	Asynchronous
Vehicle Maintenance	Yes	Conceptual	Asynchronous
Futures	Blended/Partial	Social	Synchronous
Forward Observer Procedures	Blended/Partial	Conceptual	Asynchronous
<b>Module: CMF 11C Specific</b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
FDC Procedures with Mortar Fire Control System M95	Blended/Partial	Conceptual	Asynchronous
Tactical Employment of Mortars	Yes	Conceptual	Asynchronous
Mechanical Training With Mortars	Blended/Partial	Procedural	Asynchronous
Advanced Fire Support Planning	Blended/Partial	Conceptual	Asynchronous
Fire Direction Center Procedures - M16 Plotting Board (basic)	Blended/Partial	Conceptual	Asynchronous
Fire Direction Center Procedures M16 Plotting Board Advanced	Blended/Partial	Conceptual	Asynchronous
Live Fire Exercise (LFX)	No	Procedural	N/A
Mortar Fire Control M95 Examination	No	Administrative	N/A
Tactical Employment of Mortars Examination	No	Administrative	N/A
FDC Procedures - M23 Mortar Ballistic Computer Examination	No	Administrative	N/A
Mechanical Training Examination	No	Administrative	N/A
Basic FDC Procedures - M16 Plotting Board Examination	No	Administrative	N/A
Advanced FDC Procedures - M16 Plotting Board Examination	No	Administrative	N/A
Fire Planning and Observed Fire Examination	No	Administrative	N/A
Land Navigation Examination Day/Night	No	Administrative	N/A
Forward Observation Procedures (IMLC)	Yes	Conceptual	Asynchronous

FDC Procedures With M23 Mortar Ballistic Computer	Blended/Partial	Procedural	Asynchronous
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**Basic Noncommissioned Officer Course (Infantryman)**

**Module: CMF 11 Common**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Vehicle Maintenance	Yes	Conceptual	Asynchronous
Futures	Blended/Partial	Social	Synchronous
Force XXI Battle Command Brigade and Below (FBCB2)	Blended/Partial	Procedural	Asynchronous
Land Navigation Pre-Test (Day/Night)	No	Procedural	N/A
Forward Observer Procedures	Blended/Partial	Conceptual	Asynchronous

**Module: Examinations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Land Navigation Examination Day/Night	No	Administrative	N/A
Small Arms Proficiency Examination	No	Administrative	N/A
Forward Observer Procedures Examination	No	Administrative	N/A

**Module: MOS 11B Specific**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Employ the Javelin Weapon System	Blended/Partial	Procedural	Asynchronous
Situational Training Exercises	Blended/Partial	Social	Synchronous
Combat Orders	Yes	Conceptual	Asynchronous
Small Arms Proficiency Training (Develop a Training Program)	Yes	Conceptual	Asynchronous
Demolitions	Blended/Partial	Procedural	Asynchronous
Platoon Tactical Operations (CCTT)	No	Procedural	N/A
Combatives Testing	No	Administrative	N/A

Warrior Battle Drills	No	Procedural	N/A
Engage Targets with an M4 or M4A1 Carbine	No	Procedural	N/A
Engage Targets with Heavy Machine Guns	No	Procedural	N/A
Basic Combatives Positional Techniques	No	Social	N/A
Basic Combat Finishing Techniques	No	Social	N/A
Basic Combatives Stand-up Fighting Techniques	No	Social	N/A
Basic Combatives Fight Strategy	No	Social	N/A
Basic Combatives Drills	No	Social	N/A
Warm-Up and Review with Basic Combatives Drills	No	Social	N/A
Advanced Ground Fighting Familiarization	No	Social	N/A
Engage Targets with Machine Guns	No	Procedural	N/A

**Basic Officer Leader Course Phase II**

**Module: COMBATIVES**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactical Foot March (8.1km)	No	Procedural	N/A
Employ Basic Combatives	No	Procedural	N/A
BRM 2 (Marksmanship Fundamentals I)	Blended/Partial	Procedural	Asynchronous
Participate in a Media Interview	Blended/Partial	Social	Asynchronous
Taking Charge of a Platoon	Blended/Partial	Social	Synchronous
AIMSS Module 5 (AN/PEQ-2A)	No	Procedural	N/A
AIMSS Module 3 (AN/PVS)	No	Procedural	N/A
AIMSS Module 2 (CCO)	No	Procedural	N/A
BRM 1 (Basic Rifle Marksmanship)	Blended/Partial	Procedural	Asynchronous

AIMSS Module 1 (Borelight)	No	Procedural	N/A
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**Module: CONVOY OPERATIONS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Precision Lightweight GPS Receiver (PLGR)	Blended/Partial	Procedural	Asynchronous
Defense Advanced GPS Receiver (DAGR) Training	Blended/Partial	Procedural	Asynchronous
Convoy Operations	Blended/Partial	Procedural	Asynchronous
Convoy Operations	No	Administrative	N/A
"Small Unit Tactics, Techniques, and Procedures"	Yes	Conceptual	Asynchronous
Convoy Live Fire	No	Procedural	N/A
React to a Possible Improvised Explosive Device (IED)	Blended/Partial	Procedural	Asynchronous
FOB Security	Blended/Partial	Procedural	Asynchronous
Night / Day Combined Land Navigation	No	Procedural	N/A

**Module: FOB MISSION OPERATIONS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactical Foot March (16 km) (Executed in 071-7189 FOB Mission Ops)	No	Procedural	N/A
FOB Mission Ops / Culmination	No	Administrative	N/A
EPW and Detainee Handling (Taught in 071-7293 FOB Security)	Blended/Partial	Procedural	Asynchronous
Search a Vehicle (Taught in 071-7293 FOB Security)	Blended/Partial	Procedural	Asynchronous

**Module: NON-ACADEMIC SUBJECTS (IN/OUT PROCESSING)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CIF Turn In	No	Administrative	N/A
Informal Reception with Mentors	No	Social	N/A
Army's Sexual Assault Prevention and Response Training (New Leader )	Yes	Conceptual	Asynchronous



Equal Opportunity and Sexual Harassment Policies and Programs	Yes	Conceptual	Asynchronous
Army's Sexual Assault Prevention and Response Training (New Leader )	No	Administrative	N/A
Company Supply Turn In	No	Administrative	N/A
Graduation	No	Administrative	N/A
Soldier Fitness	No	Procedural	N/A
First Sergeant's Briefing	No	Administrative	N/A
BOLC II Counseling	No	Social	N/A
Company Outprocessing	No	Administrative	N/A
Soldier Fitness	No	Administrative	N/A
Company Commander Orientation	No	Administrative	N/A
AG/Finance/POV/ID Card	No	Administrative	N/A
Battalion/Brigade Commander's Orientation	No	Administrative	N/A
Immune/ Dental/Optomety	No	Administrative	N/A
Command Group Welcome	No	Administrative	N/A
Company Supply Equipment Issue	No	Administrative	N/A
CIF Equipment Issue	No	Administrative	N/A
Dental/ Part I & II Phys Exam	No	Administrative	N/A

**Module: *QUALIFICATION***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BRM 4 (Grouping Procedures)	Blended/Partial	Procedural	Asynchronous
BRM 5 (Zero an M4 Rifle)	Blended/Partial	Procedural	Asynchronous
BRM 11 (Record Fire)	No	Procedural	N/A
BRM 10 (Practice Record Fire II)	No	Procedural	N/A

BRM 8 (Field Fire II)	No	Procedural	N/A
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**Module: URBAN ENVIRONMENT**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to U.S. Weapons Training (MK19 Machine Gun)	Blended/Partial	Procedural	Asynchronous
Introduction to U.S. Weapons Training (M249 Machine Gun - SAW)	Blended/Partial	Procedural	Asynchronous
IED Actions and Reactions in Mounted and Dismounted Operations	Blended/Partial	Procedural	Asynchronous
Introduction to U.S. Weapons Training (M203 Grenade Launcher)	Blended/Partial	Procedural	Asynchronous
Introduction to U.S. Weapons Training (.50 Caliber M2)	Blended/Partial	Procedural	Asynchronous
Advanced Rifle Marksmanship	Blended/Partial	Procedural	Asynchronous
Urban Operations	No	Procedural	N/A
QRF Reaction Drill	No	Procedural	N/A
Introduction to U.S. Weapons Training (M240B Machine Gun)	Blended/Partial	Procedural	Asynchronous

**Basic Officer Leaders (Direct Commissioned)**

**Module: COMMUNICATION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Basic Military Communications	Blended/Partial	Procedural	Asynchronous

**Module: FIGHTING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Call for Indirect Fire	Yes	Conceptual	Asynchronous
Principles of the Defense	Yes	Conceptual	Asynchronous
"Basic Tactical Training 2 (Employ Camouflage, Cover, and Concealment)"	Blended/Partial	Procedural	Asynchronous
Basic Tactical Training 3 (Team Tactical Movements)	Blended/Partial	Procedural	Asynchronous

Principles of Offense	Yes	Conceptual	Asynchronous
Basic Tactical Training 4 (Move as a Buddy Team under Fire)	No	Procedural	N/A

**Module: FIRST AID/PREVENTING MEASURES**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
First Aid 5 (Transport a Casualty)	Blended/Partial	Procedural	Asynchronous
First Aid 3 (Control Bleeding and Treat Burns)	Blended/Partial	Procedural	Asynchronous
First Aid 2 (Manage the Airway)	Blended/Partial	Procedural	Asynchronous
First Aid 4 (Splint a Suspected Fracture)	Blended/Partial	Procedural	Asynchronous
First Aid 6 (Perform Tactical Combat Casualty Care)	Blended/Partial	Procedural	Asynchronous
First Aid 7 (Administer Nerve Agent Antidote)	Blended/Partial	Procedural	Asynchronous
First Aid 8 (Perform Cardiopulmonary Resuscitation - CPR)	Blended/Partial	Procedural	Asynchronous
First Aid 9 (Apply Field Sanitation and Preventive Medicine Fieldcraft Measures)	Blended/Partial	Procedural	Asynchronous
First Aid 1 (Evaluate a Casualty for Life-Threatening Conditions)	Blended/Partial	Procedural	Asynchronous

**Module: LEADERSHIP DEVELOPMENT**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Leaders Reaction Course	Blended/Partial	Procedural	Asynchronous
Night Infiltration Course	No	Procedural	N/A
Confidence Course	No	Procedural	N/A

**Module: MILITARY OPERATIONS AND TACTICS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Patrol Operations	Blended/Partial	Procedural	Asynchronous
Introduction to Army Operations and Principals of War	Yes	Conceptual	Asynchronous
Introduction to Combat Orders	Yes	Conceptual	Asynchronous

Field Leadership Exercise / Squad STX	No	Procedural	N/A
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**Module: NAVIGATION/MOVING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Land Navigation 1 (Basic Map Reading)	Blended/Partial	Conceptual	Asynchronous
Day / Night Land Navigation	Blended/Partial	Procedural	Asynchronous
"Land Navigation 2 (Pace Count, Compass, and Terrain Association)"	Blended/Partial	Procedural	Asynchronous
Land Navigation 1 (Basic Map Reading) Exam	No	Administrative	N/A

**Module: OTHER**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Company Commander's Orientation	No	Administrative	N/A
Platoon Outprocessing	No	Administrative	N/A
In-processing	No	Administrative	N/A

**Module: SOLDIER FITNESS/HEALTH**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactical Foot March (9.7km Shuttle March)	No	Procedural	N/A
Tactical Foot March (6.5 km Shuttle March)	No	Procedural	N/A
Soldier Fitness	Yes	Conceptual	Asynchronous
Tactical Foot March (3.2 km Shuttle March)	No	Procedural	N/A

**Module: WEAPONS/SHOOTING TASKS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BRM 8 (Field Fire II)	No	Procedural	N/A
BRM 7 (Field Fire I)	No	Procedural	N/A
BRM 4 (Grouping Procedures)	Blended/Partial	Procedural	Asynchronous
BRM 3 (Marksmanship Fundamentals II)	Blended/Partial	Procedural	Asynchronous

BRM 2 (Marksmanship Fundamentals I)	Blended/Partial	Procedural	Asynchronous
BRM 1 (Basic Rifle Marksmanship)	Blended/Partial	Procedural	Asynchronous
BRM 5 (Zero an M16-Series Rifle)	Blended/Partial	Procedural	Asynchronous

**BFV Master Gunner Course (M2A3)**

*Module: Administrative*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CIF ISSUE	No	Administrative	N/A
CIF TURN-IN	No	Administrative	N/A
INPROCESSING/INTRODUCTION	No	Administrative	N/A
OUTPROCESSING	No	Administrative	N/A
END OF COURSE CRITIQUE	Blended/Partial	Social	Synchronous

*Module: BATS Instructor/Operator*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BATS I/O CONCLUSION AND CRITIQUE	No	Administrative	N/A
BATS I/O Exam	No	Administrative	N/A
BATS Subsystems Exam	No	Administrative	N/A
BATS Maintenance Exam	No	Administrative	N/A
BATS INSTRUCTOR/OPERATOR COURSE	No	Administrative	N/A
BATS Operation	No	Procedural	N/A
BATS I/O Duties Exam	No	Administrative	N/A
BATS Sub-systems	No	Procedural	N/A
Instructor/Operator Duties	Blended/Partial	Procedural	Asynchronous

BATS Operator Maintenance	No	Procedural	N/A
BATS Initial Operations Exam	No	Administrative	N/A

***Module: BATS Senior Instructor/Operator***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BATS SIO Duties Exam	No	Administrative	N/A
2ND Echelon Maintenance Exam	No	Administrative	N/A
BATS SIO Conclusion Exam	No	Administrative	N/A
BATS SIO OBJECTIVES AND COURSE CONDUCT	No	Administrative	N/A
BATS SIO REVIEW AND CRITIQUE	Blended/Partial	Social	Synchronous
BATS SIO 2ND Echelon Maintenance	No	Procedural	N/A
BATS SIO Duties	No	Procedural	N/A

***Module: Commanders Independent Viewer (CIV)***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Commander's Independant Viewer (CIV)	Blended/Partial	Procedural	Asynchronous
Commanders Independant Viewer Exam	No	Administrative	N/A

***Module: Commanders Tactical Display (CTD)***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Commanders Tactical Display (CTD)	Blended/Partial	Procedural	Asynchronous
Commanders Tactical Display Exam	No	Administrative	N/A

***Module: Familiarization***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the M2A3/M3A3 Bradley Fighting Vehicle	No	Procedural	N/A
Familiarization Exam	No	Administrative	N/A

***Module: FBCB2***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
FBCB2	Blended/Partial	Procedural	Asynchronous
FBCB2 Connectivity	Blended/Partial	Procedural	Asynchronous
FBCB2 Exam	No	Administrative	N/A

***Module: Fire Control***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Fire Control	No	Procedural	N/A
Fire Control Exam	No	Administrative	N/A

***Module: IBAS***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Improved Bradley Acquisition Sybssystem	Blended/Partial	Procedural	Asynchronous
IBAS Exam	No	Administrative	N/A

***Module: M2A3***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BIVOUAC	No	Procedural	N/A
M2A3 Gunnery	No	Procedural	N/A
Gunnery Exam	No	Administrative	N/A
Set-up an M2A3 range training facility	No	Procedural	N/A

***Module: M2A3 Training Devices***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
A3 Precision Gunnery System (PGS)	Blended/Partial	Procedural	Asynchronous
A3 PGS EXAM	No	Administrative	N/A

TEAC AAR System	No	Procedural	N/A
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***Module: Sustainment and Diagnostics***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Sustainment and Diagnostics (PMDS) Hands-on Exam	No	Administrative	N/A
Sustainments and Diagnostics using VDMS	Blended/Partial	Procedural	Asynchronous
Sustainment and Diagnostics (VDMS) Hands-on Exam	No	Administrative	N/A
Sustainment & Diagnostics with PMDS	Blended/Partial	Procedural	Asynchronous
Sustainment and Diagnostics (PMDS & VDMS) Written Test	No	Administrative	N/A

**BFV System Master Gunner Course**

***Module: Advanced Gunnery Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Advanced Gunnery	Yes	Conceptual	Asynchronous
Platoon Gunnery	Yes	Conceptual	Asynchronous

***Module: Crew Gunnery Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Acquisition Process/ Engagement Decision	Yes	Conceptual	Asynchronous
Engagement Execution	Yes	Conceptual	Asynchronous
Preliminary Gunnery Training	Yes	Conceptual	Asynchronous
Equipment and Ammunition Maintenance & Turn-in	No	Administrative	N/A
Crew Gunnery	Yes	Conceptual	Asynchronous
Fire Commands	Blended/Partial	Conceptual	Asynchronous
Gunnery Event Summary	No	Procedural	N/A



Bivouac	No	Procedural	N/A
Range/Target Set-up	No	Administrative	N/A
Develop Firing/ Non-Firing Data for Scenario Development	Yes	Conceptual	Asynchronous
Crew Gunnery (Live-Fire)	No	Procedural	N/A

***Module: Introduction to the Master Gunner Course***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the Master Gunner Course	No	Administrative	N/A

***Module: Master Gunner Unique***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Ballistic Firing Table	Yes	Conceptual	Asynchronous
Surface Area Danger Diagram	Yes	Conceptual	Asynchronous
Establish and Operate a Range Training Facility	Blended/Partial	Procedural	Asynchronous
Training Management Process and Development	Yes	Conceptual	Asynchronous
Short Range Training Plan Development	Yes	Conceptual	Asynchronous
Ammunition Forecasting	Yes	Conceptual	Asynchronous
Safe Targets	Yes	Conceptual	Asynchronous
Range Overlay	Blended/Partial	Conceptual	Asynchronous
Ammunition Capabilities	Yes	Conceptual	Asynchronous

***Module: NonAcademic Subjects***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Student Weigh-in	No	Administrative	N/A
CIF Issue	No	Administrative	N/A
Physical Conditioning	No	Procedural	N/A

Graduation	No	Administrative	N/A
Course Critique	No	Administrative	N/A
Army Physical Fitness Test	No	Administrative	N/A
MILPO Inprocessing	No	Administrative	N/A
CIF Turn-in	No	Administrative	N/A
MILPO Outprocessing	No	Administrative	N/A
MILPO Pre-outprocessing Brief	No	Administrative	N/A

***Module: Precision Gunnery System Certification***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Precision Gunnery System Certification	No	Administrative	N/A

***Module: Student Evaluation***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Maintenance Exam I	No	Administrative	N/A
Gunnery Exam I	No	Administrative	N/A
Maintenance Exam II	No	Administrative	N/A
Gunnery Exam III	No	Administrative	N/A
Short-Range Training Plan Exam	No	Administrative	N/A

***Module: Training Devices***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BFV Training Devices	No	Procedural	N/A

***Module: Turret Operations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Alternate Troubleshooting: M242	Yes	Conceptual	Asynchronous
Turret Components and Functions	Yes	Conceptual	Asynchronous

***Module: UCFT Senior Instructor/Operator Course***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
UCFT Senior Instructor/Operator Course	No	Administrative	N/A

***Module: Weapon System Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Organizational Maintenance of 25mm Automatic gun	Blended/Partial	Procedural	Asynchronous
Organizational Maintenance of the M240C Coax Machinegun	Blended/Partial	Procedural	Asynchronous
25mm Gun Malfunctions	Blended/Partial	Procedural	Asynchronous

**Bradley Transition Course**

***Module: Administrative***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative	No	Administrative	N/A

***Module: Basic Gunnery***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Crew Device Gunnery	No	Procedural	N/A
Range Operations Class	No	Procedural	N/A

***Module: Hull Operations and Maintenance***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Hull Operations	No	Procedural	N/A

***Module: Intermediate Gunnery***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
"BFV Live Fire Gunnery - BT VI, Base Line"	No	Procedural	N/A
Prefire Checks/Zero Weapons Systems	No	Procedural	N/A
Tow Launcher System	No	Procedural	N/A

***Module: Preliminary Gunnery***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
React to Fire Commands	Yes	Conceptual	Asynchronous
Initiate Preliminary Target Engagement	Blended/Partial	Conceptual	Asynchronous
Combat Vehicle Identification	Yes	Conceptual	Asynchronous
AMMO Capabilities	Yes	Conceptual	Asynchronous
Prepare a Bradley Range Card Exam	No	Administrative	N/A
Precision Gunnery System	No	Procedural	N/A
CONDUCT OF FIRE TRAINER	No	Procedural	N/A
Thursight Video	No	Procedural	N/A

***Module: Safety Considerations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Hand and Arm Signals	Yes	Procedural	Asynchronous
Safety Considerations for the BFV	Blended/Partial	Procedural	Asynchronous

***Module: Turret Operations and Maintenance***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct Turret Operations	No	Procedural	N/A

***Module: Vehicle Introduction***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the BFV Transition Course	No	Administrative	N/A
Introduce the Bradley Fighting Vehicle	Yes	Conceptual	Asynchronous

***Module: Weapon Systems Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Boresight and Zero Turret Weapon Systems	No	Procedural	N/A
Operate Weapons Systems on the BFV	No	Procedural	N/A

**CENTCOM Theater Specific Individual Requirement Training (TSIRT)**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
ISOPREP	Yes	Conceptual	Asynchronous
Administrative/In-processing	No	Administrative	N/A

**Module: First-Aid Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform First Aid for an Open Chest Wound	Blended/Partial	Procedural	Asynchronous
Perform First Aid for an Open Abdominal Wound	Blended/Partial	Procedural	Asynchronous
Perform First Aid for an Open Abdominal Wound	Yes	Conceptual	Asynchronous
Perform First Aid for an Open Chest Wound	Yes	Conceptual	Asynchronous
Perform First Aid to Prevent or Control Shock	Yes	Conceptual	Asynchronous
Evaluate a Casualty (Tactical Combat Casualty Care)	Yes	Conceptual	Asynchronous
Perform First Aid for a Bleeding and/or Severed Extremity	Yes	Conceptual	Asynchronous
Perform First Aid for an Open Head Wound	Yes	Conceptual	Asynchronous
Perform First Aid to Prevent or Control Shock	Blended/Partial	Procedural	Asynchronous
Request Medical Evacuation	Blended/Partial	Conceptual	Asynchronous
Evaluate a Casualty (Tactical Combat Casualty Care)	Yes	Conceptual	Asynchronous
Perform First Aid for an Open Head Wound	Blended/Partial	Procedural	Asynchronous
Perform First Aid for a Bleeding and/or Severed Extremity	Blended/Partial	Procedural	Asynchronous
Transport a Casualty	Blended/Partial	Procedural	Asynchronous

**Module: IED Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Identify Improvised Explosive Device (IED)	Blended/Partial	Procedural	Asynchronous

(UNCLASSIFIED / FOR OFFICIAL USE ONLY)

React to a Possible Improvised Explosive Device (IED) (UNCLASSIFIED / FOR OFFICIAL USE)	Blended/Partial	Procedural	Asynchronous
React to a Possible Improvised Explosive Device (IED) (UNCLASSIFIED / FOR OFFICIAL USE)	No	Administrative	N/A

**Module: Introduction to Language Familiarity**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to Language Familiarity in Iraqi Arabic	Yes	Conceptual	Asynchronous
Introduction to Language Familiarity in Afghan Persian (Dari) & Pashtu	Yes	Conceptual	Asynchronous

**Module: Marksmanship Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Qualify with an M16-Series Rifle	No	Administrative	N/A
Qualify with an M16-Series Rifle	No	Procedural	N/A
Qualify with an M9 Pistol	No	Procedural	N/A
Perform Clearing Procedures for an M16-Series Rifle	Blended/Partial	Procedural	Asynchronous
Maintain an M16-Series Rifle	Blended/Partial	Procedural	Asynchronous
Perform Clearing Procedures for an M9 Pistol	Blended/Partial	Procedural	Asynchronous
Maintain an M9 Pistol	Blended/Partial	Procedural	Asynchronous
Qualify with an M9 Pistol	No	Administrative	N/A
Short Range Marksmanship	Blended/Partial	Procedural	Asynchronous
Perform Clearing Procedures for an M16-Series Rifle	Blended/Partial	Procedural	Asynchronous
Perform Clearing Procedures for an M9 Pistol	Blended/Partial	Procedural	Asynchronous

**Module: Pre-certification Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SAEDA	Yes	Conceptual	Asynchronous
Cultural Awareness	Yes	Conceptual	Asynchronous

Anti-Terrorism	Yes	Conceptual	Asynchronous
Force Protection Level 1	Yes	Conceptual	Asynchronous
Trafficking in Persons	Yes	Conceptual	Asynchronous
Equal Opportunity and Sexual Harassment Policies and Programs	Yes	Conceptual	Asynchronous
Suicide Prevention	Yes	Conceptual	Asynchronous
Apply the Rules for Use of Force	Yes	Conceptual	Asynchronous
Headquarters Department of the Army Fraternalization Policy	Yes	Conceptual	Asynchronous
Hot/Cold Weather Injury Prevention	Yes	Conceptual	Asynchronous
Army Values Training	Yes	Conceptual	Asynchronous
Report Intelligence Information	Yes	Conceptual	Asynchronous
U.S. Army General Orders	Yes	Conceptual	Asynchronous
Uniform Code of Military Justice (UCMJ)	Yes	Conceptual	Asynchronous
SERE 100 Course	Yes	Conceptual	Asynchronous
Personnel Recovery Training	Yes	Conceptual	Asynchronous
Personnel Recovery Video Training	Yes	Conceptual	Asynchronous
Code of Conduct Training	Yes	Conceptual	Asynchronous
Combat Stress	Yes	Conceptual	Asynchronous

**Module: ROE/UOF/SAPR Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Maintain the Army's Sexual Assault Prevention and Response Program	Yes	Conceptual	Asynchronous
Rules of Engagement/Escalation of Force	Yes	Conceptual	Asynchronous
Law of War	Yes	Conceptual	Asynchronous

**Module: Tactics Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Move Under Direct Fire	No	Procedural	N/A
"Move Over, Through, or Around Obstacles (Except Minefields)"	Blended/Partial	Procedural	Asynchronous
React to Indirect Fire While Dismounted	Blended/Partial	Procedural	Asynchronous

**Combat Lifesaver Course**

**Module: Evacuate**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Evacuate a Casualty Using a SKED or Improvised Litter	No	Administrative	N/A
Evacuate a Casualty Using a SKED or Improvised Litter	Blended/Partial	Procedural	Asynchronous
Initiate a Field Medical Card	Yes	Conceptual	Asynchronous
Request Medical Evacuation	No	Administrative	N/A
Initiate a Field Medical Card	No	Administrative	N/A
Request Medical Evacuation	Yes	Conceptual	Asynchronous

**Module: Evaluate**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Evaluate a Casualty	Blended/Partial	Conceptual	Asynchronous

**Module: Examinations - Written Final & Recertification**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Combat Lifesaver Recertification	No	Administrative	N/A
Combat Lifesaver Final Written Exam	No	Administrative	N/A
Combat Lifesaver Recertification	No	Administrative	N/A



**Module: Treat**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Open and Manage a Casualty's Airway	Blended/Partial	Procedural	Asynchronous
Treat a Penetrated Chest Trauma and Decompress a Tension Pneumothorax	Blended/Partial	Procedural	Asynchronous
Open and Manage a Casualty's Airway	No	Administrative	N/A
Initiate a Saline Lock and Intravenous Infusion	Blended/Partial	Procedural	Asynchronous
Treat a Penetrated Chest Trauma and Decompress a Tension Pneumothorax	Blended/Partial	Procedural	Asynchronous
Control Bleeding	No	Administrative	N/A
Initiate a Saline Lock and Intravenous Infusion	No	Administrative	N/A
Control Bleeding	Blended/Partial	Procedural	Asynchronous

**Combatives Level III Trainers Course**

**Module: Combatives Level III Training Techniques**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform Combatives Level II Techniques Test	No	Social	N/A
Perform Weapons Transition Techniques	No	Social	N/A
Combatives Level III Pedagogy Examination	No	Administrative	N/A
Perform Combatives Level III Techniques Test	No	Social	N/A
Stick Fighting	No	Social	N/A
Perform Stand Up Grappling Techniques	No	Social	N/A
Perform Kickboxing Techniques	No	Social	N/A
Perform Boxing Techniques	No	Social	N/A
Perform Combatives Level I Techniques Test	No	Social	N/A

Perform Duties of a Referee during a Combatives Match Test	No	Social	N/A
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**Module: Non Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform Combatives Level III Techniques Test	No	Administrative	N/A
Combatives Level III Pedagogy Examination	No	Administrative	N/A
Combatives Level III Training Techniques	No	Administrative	N/A
Non-Academic Subjects for Combatives Course	No	Administrative	N/A
Perform Duties of a Referee during a Combatives Match Test	No	Administrative	N/A
Perform Combatives Level II Techniques Test	No	Administrative	N/A
Perform Combatives Level I Techniques Test	No	Administrative	N/A

**Combatives Level IV Trainers Course**

**Module: Combatives Level IV Teaching Techniques**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Technique Review	No	Procedural	N/A
Modern Army Combatives Pedagogy	Blended/Partial	Procedural	Asynchronous
Modern Army Combatives Pedagogy Examination	No	Administrative	N/A
Fundamentals and Techniques of Teaching	Blended/Partial	Procedural	Asynchronous
Modern Army Combatives Pedagogy Examination	No	Administrative	N/A
Technique Review	No	Procedural	N/A

**Module: Non Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for Combatives Course	No	Administrative	N/A

**Indirect Fire Infantryman**

***Module: Administrative/Support Time***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Time	No	Administrative	N/A

***Module: Common Infantry Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Landmine Defense 2 (UXO / IED)	Yes	Conceptual	Asynchronous
Basic Map Reading / Land Navigation	Blended/Partial	Procedural	Asynchronous
Basic Military Communications	Blended/Partial	Procedural	Asynchronous

***Module: Live Fire***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mortar Live Fire	No	Procedural	N/A

***Module: Tactical Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Detainee Operations	Blended/Partial	Procedural	Asynchronous
Convoy Operations	Blended/Partial	Procedural	Asynchronous
Check Point Operations	Blended/Partial	Procedural	Asynchronous

***Module: Weapons***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Weapons Training M249 Machine Gun	Blended/Partial	Procedural	Asynchronous
Weapons Training M240B Machine Gun	Blended/Partial	Procedural	Asynchronous
60-mm Mortar	Blended/Partial	Procedural	Asynchronous
81-mm Mortar	No	Administrative	N/A
81-mm Mortar	No	Administrative	N/A

Advanced Infantry Marksmanship Strategies and Standards (AIMSS)	Blended/Partial	Procedural	Asynchronous
120-mm Carrier Mounted Mortar	Blended/Partial	Procedural	Asynchronous

**Infantry Basic Officer Leader Course / BOLC Phase III**

***Module: Administrative***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Guest Speaker	Blended/Partial	Social	Synchronous
Unit In-Processing	No	Administrative	N/A
Unit Out-processing	No	Administrative	N/A

***Module: Doctrinal Competence***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BOLC III Comprehensive Examination	No	Administrative	N/A
Basic Knowledge Examination (Take Home)	No	Administrative	N/A
Basic Knowledge Examination (Take Home)	No	Administrative	N/A
Fundamentals of Fire Planning	Yes	Conceptual	Asynchronous
Fundamentals of Army Operations	Yes	Conceptual	Asynchronous
Combined Arms Tactics & Doctrine	Yes	Conceptual	Asynchronous
BOLC III Comprehensive Examination	No	Administrative	N/A

***Module: Leadership & Culture***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Informal Reception	No	Administrative	N/A
Conduct a formal Army graduation ceremony	No	Procedural	N/A
AC Leadership Discussion	Blended/Partial	Social	Synchronous
Formal Reception	No	Administrative	N/A

Leadership Assessment	No	Social	N/A
Platoon Trainers Counseling	No	Social	N/A
Counseling Practical Exercise	Blended/Partial	Social	Synchronous
Dining - In	No	Administrative	N/A
Blue Cord Ceremony & Formal Reception	No	Administrative	N/A

**Module: Physical Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Combat Water Survival Test	No	Administrative	N/A
Combatives	No	Procedural	N/A
Combat Water Survival Test	No	Administrative	N/A
Army Physical Fitness Test	No	Administrative	N/A
Physical Fitness/ Nutrition	Yes	Conceptual	Asynchronous

**Module: Tactical Operations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Platoon Live Fire Exercise Planning	Blended/Partial	Conceptual	Asynchronous
Basic Demolitions (Terry Range)	No	Procedural	N/A
Platoon Operations FTX	No	Procedural	N/A
Squad LFX	No	Procedural	N/A
Team/Squad Operation in Urban Terrain	No	Procedural	N/A
Culmination FTX	No	Procedural	N/A
Squad Battle Drills FTX	No	Procedural	N/A
Platoon Battle Drills/Collective Training	No	Procedural	N/A
Platoon Support by fire Day/Night	No	Procedural	N/A
Call for Fire LFX	Blended/Partial	Procedural	Asynchronous

Unit Deployment Operations	No	Procedural	N/A
Unit Redeployment Operations	No	Procedural	N/A
Fire Team movement LFX	No	Procedural	N/A

**Module:    *Technical Competence***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Unit Maintenance Operations	Blended/Partial	Procedural	Asynchronous
Call For Fire GUARDFIST II	Blended/Partial	Procedural	Asynchronous
Machine gunnery	Blended/Partial	Procedural	Asynchronous
Advance Rifle Marksmanship	No	Procedural	N/A
Training the Force	Yes	Conceptual	Asynchronous
SARO Fundamentals	Yes	Conceptual	Asynchronous
Advance Communications Equipment	Blended/Partial	Procedural	Asynchronous
Map Reading & Land Navigation Examination	No	Administrative	N/A
Map Reading & Land Navigation Examination	No	Administrative	N/A

**Module:    *Troop Leading Procedures***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Terrain Association & Orientation	No	Procedural	N/A
Troop Leading Procedures	Yes	Conceptual	Asynchronous

**Infantry Captain's Career Course**

**Module:    *BATTALION/BRIGADE INTRODUCTION***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Staff Organization and Functions	Yes	Conceptual	Asynchronous
Introduction To The Military Decision Making Process (MDMP)	Yes	Conceptual	Asynchronous

CLOSE COMBAT ATTACK	Yes	Conceptual	Asynchronous
Battalion Logistics	Yes	Conceptual	Asynchronous
Battalion Medical Evacuation Planning	Yes	Conceptual	Asynchronous
NBC Environment (Decon Operations)	Yes	Conceptual	Asynchronous
Light Battalion Fire Support Fundamentals	Yes	Conceptual	Asynchronous
Task Force Air Defense	Yes	Conceptual	Asynchronous
CLOSE AIR SUPPORT	Yes	Conceptual	Asynchronous
Guest Speaker	Blended/Partial	Social	Synchronous
Introduction to Staff Ride	Blended/Partial	Procedural	Asynchronous
Intelligence Preparation of the Battlefield	Blended/Partial	Conceptual	Asynchronous
Battalion C4 Operations	Yes	Conceptual	Asynchronous
Battalion Mobility / Countermobility / survivability Planning	Blended/Partial	Conceptual	Asynchronous
Battle Captain Operations	Blended/Partial	Conceptual	Asynchronous
Battalion / Brigade Organization	Blended/Partial	Conceptual	Asynchronous
Company Comprehensive / Battalion Entrance Exam	No	Administrative	N/A

**Module: BATTLE FOCUSED TRAINING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Plan a Situational Training Exercise	Yes	Conceptual	Asynchronous
Plan a Live Fire Exercise	Yes	Conceptual	Asynchronous
Battle Focused Training	Yes	Conceptual	Asynchronous
Environmental Awareness	Yes	Conceptual	Asynchronous
Training Management Quiz 1	No	Administrative	N/A
Risk Management	Yes	Conceptual	Asynchronous

**Module: CALFEX**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Observe Mechanized Team CALFEX	No	Procedural	N/A

**Module: COMMON CORE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Army Evaluations	Yes	Conceptual	Asynchronous
Property Adjustment	Yes	Conceptual	Asynchronous
Use and Value of Military History	Yes	Conceptual	Asynchronous
Change Of Command Inventory	Yes	Conceptual	Asynchronous
Contemporary Operational Environment	Yes	Conceptual	Asynchronous
Property Accountability	Yes	Conceptual	Asynchronous
NBC Operations: Chemical Environment / Smoke Operations	Yes	Conceptual	Asynchronous
Administer military justice at company level	Yes	Conceptual	Asynchronous
Law of War / Rules of Engagement	Yes	Conceptual	Asynchronous
Equal Opportunity	Yes	Conceptual	Asynchronous
Sexual Misconduct	Yes	Conceptual	Asynchronous
Effective Study of Military History	Yes	Conceptual	Asynchronous
Combined Arms Warfare I	Yes	Conceptual	Asynchronous
Planning	Yes	Conceptual	Asynchronous
Information Processing	Yes	Conceptual	Asynchronous
Summaries	Yes	Conceptual	Asynchronous
Correctness	Yes	Conceptual	Asynchronous
Persuasive Writing	Yes	Conceptual	Asynchronous
Army Operations	Yes	Conceptual	Asynchronous



Combined Arms Warfare II	Yes	Conceptual	Asynchronous
Staff Ride	Blended/Partial	Procedural	Asynchronous
Clarity	Yes	Conceptual	Asynchronous
Style	Yes	Conceptual	Asynchronous

**Module: COMMON CORE 2**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Identify potential trouble spots in the world today	Yes	Conceptual	Asynchronous
Specific Writing	Yes	Conceptual	Asynchronous
Editing	Yes	Conceptual	Asynchronous
Record APFT	No	Procedural	N/A

**Module: COMPANY INTRODUCTION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mechanized Team Logistics	Yes	Conceptual	Asynchronous
SURFACE DANGER ZONES (SDZ) DISCUSSION AND APPLICATION	Blended/Partial	Social	Synchronous
Infantry Branch Brief	Blended/Partial	Social	Synchronous
Company Organization (MECH / LT)	Yes	Conceptual	Asynchronous
Engineer Fundamentals	Yes	Conceptual	Asynchronous
Company Casualty Evacuation	Yes	Conceptual	Asynchronous
COE Offense	Yes	Conceptual	Asynchronous
Company C4	Yes	Conceptual	Asynchronous
Light Company M / C / S	Yes	Conceptual	Asynchronous
Mobility / Countermobility / Survivability in Urban Operations	Yes	Conceptual	Asynchronous
COE Defense	Yes	Conceptual	Asynchronous
M1/M2/STRYKER CAPABILITIES	Yes	Conceptual	Asynchronous

SNIPER CAPABILITIES AND EMPLOYMENT	Yes	Conceptual	Asynchronous
MACHINE GUN THEORY	Yes	Conceptual	Asynchronous
MORTAR SYSTEM CAPABILITIES AND EMPLOYMENT	Yes	Conceptual	Asynchronous
Fire Support Planning I	Yes	Conceptual	Asynchronous
Fire Support Fundamentals	Yes	Conceptual	Asynchronous

**Module: COMPANY OPERATION ORDER**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Company OPORD Final	Yes	Conceptual	Asynchronous
Company OPORD Final Briefs	Yes	Conceptual	Asynchronous

**Module: COUNSELING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Unit Counseling	Yes	Conceptual	Asynchronous
Final Counseling	No	Social	N/A
Counseling (Mid-course & Bn Intro)	No	Social	N/A

**Module: COURSE COMPREHENSIVE EXAM**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Company OPORD Briefbacks	Blended/Partial	Social	Synchronous
Battalion Mission Analysis	Yes	Conceptual	Asynchronous
Course Comprehensive Exam	No	Administrative	N/A
Second Company OPORD (Final)	No	Administrative	N/A
Second Company OPORD (Final)	No	Administrative	N/A
Company OPORD Briefbacks	No	Administrative	N/A
Battalion Mission Analysis	No	Administrative	N/A
Course Comprehensive Exam	No	Administrative	N/A

**Module: DIGITAL TRAINING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform Basic MCS Systems Operations	Blended/Partial	Conceptual	Asynchronous
Perform Overlay Management	Blended/Partial	Conceptual	Asynchronous
Conduct Planning Operations	Blended/Partial	Conceptual	Asynchronous
Operate a NET Meeting	Blended/Partial	Social	Synchronous
Perform Mapping Operations	Blended/Partial	Conceptual	Asynchronous
Develop a Unit Task Organization	Blended/Partial	Conceptual	Asynchronous
Process a Message using MCS	Blended/Partial	Conceptual	Asynchronous

**Module: INDEPENDENT STUDY/PREPARATION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Fundamentals Of The Defense	Yes	Conceptual	Asynchronous
Independent Study	Yes	Conceptual	Asynchronous

**Module: IN-PROCESSING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
OIP Brief	No	Administrative	N/A
Tactics Diagnostic Quiz & Results	No	Administrative	N/A
Diagnostic APFT	No	Procedural	N/A
Assistant Commandant Brief	No	Administrative	N/A
11th Regimental Commander Welcome	Blended/Partial	Social	Synchronous
First Battle	No	Social	N/A
RTB / BCT / ITB Brief	Blended/Partial	Conceptual	Asynchronous
Tactics Diagnostic Quiz & Results	No	Administrative	N/A
CATD/Tactics Welcome	No	Administrative	N/A

In-Processing	No	Administrative	N/A
Book Issue	No	Administrative	N/A
CIF Issue	No	Administrative	N/A
Introduction to Effective Writing	Yes	Conceptual	Asynchronous
Diagnostic Reading Test	Yes	Administrative	Asynchronous

***Module: LEADERSHIP***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Company Command Seminar	Blended/Partial	Social	Synchronous
Taking Charge of a Unit	Yes	Conceptual	Asynchronous
Cohesion	Yes	Conceptual	Asynchronous
Ethical Decision Making	Yes	Conceptual	Asynchronous
Army Family Team Building	Yes	Conceptual	Asynchronous
Measures to Reduce Operational Stress	Yes	Conceptual	Asynchronous
Developing Subordinates	Yes	Conceptual	Asynchronous

***Module: LIGHT BATTALION DEFENSE***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Light Battalion Defense Operations	Yes	Conceptual	Asynchronous
Light Battalion Defense Recon	Blended/Partial	Procedural	Asynchronous
Light Battalion MDMP Evaluation	Yes	Conceptual	Asynchronous
Light Battalion Defensive Planning	Yes	Conceptual	Asynchronous
Light Battalion MDMP Review / Discussion	Blended/Partial	Social	Synchronous

***Module: LIGHT COMPANY OFFENSE***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Light Company Offense Tactics	Yes	Conceptual	Asynchronous
Light Company Offense TEWT	Blended/Partial	Conceptual	Asynchronous

Light Company Offense TLP Review / Discussion	Blended/Partial	Social	Synchronous
Light Company Offensive Order Evaluation	No	Administrative	N/A
Light Company Offensive Order Development	Yes	Conceptual	Asynchronous

**Module: LIGHT COMPANY OFFENSE/URBAN OPERATIONS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Light Company Urban Operations Quiz 2	No	Administrative	N/A
Light Company Team Urban Recon	Blended/Partial	Procedural	Asynchronous
Light Company Team Urban Operations Quiz 1	No	Administrative	N/A
Light Company Team Offensive Urban Order Development	Yes	Procedural	Asynchronous
Light Company Team Urban Tactical Decision Game	Yes	Conceptual	Asynchronous
Light Company Team Urban Operations Quiz 1	No	Administrative	N/A
Light Company Team Urban TLP Review / Discussion	Blended/Partial	Social	Synchronous
Fundamentals of Urban Offensive Tactics	Yes	Conceptual	Asynchronous
Light Company Team Urban Order Evaluation	Yes	Conceptual	Asynchronous

**Module: MECHANIZED TASK FORCE DEFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mechanized Task Force Defensive MDMP Evaluation	Yes	Conceptual	Asynchronous
Mechanized Task Force Defensive Planning	Yes	Conceptual	Asynchronous
Mechanized Task Force Defensive MDMP Review / Discussion	Blended/Partial	Social	Synchronous
Mechanized Task Force Defense Operations	Yes	Conceptual	Asynchronous
Mechanized Task Force Defense Quiz 1	No	Administrative	N/A
Mechanized Task Force Defense Quiz 2	No	Administrative	N/A
Mechanized Task Force Defense Quiz 1	No	Administrative	N/A

**Module: MECHANIZED TASK FORCE OFFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mechanized Task Force Offensive Planning	Yes	Conceptual	Asynchronous
Mechanized Task Force Offense MDMP Evaluation	Yes	Conceptual	Asynchronous
Mechanized Task Force Offense Quiz 1	No	Administrative	N/A
Mechanized Task Force Offensive MDMP Review / Discussion	Blended/Partial	Social	Synchronous
Mechanized Task Force Offense Operations	Yes	Conceptual	Asynchronous
Conduct Mechanized Task Force Offense (BBS)	Blended/Partial	Conceptual	Asynchronous
Mechanized Task Force Offense Quiz 2	No	Administrative	N/A

**Module: MECHANIZED TEAM DEFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct Company Training Meeting	Blended/Partial	Social	Synchronous
Brief a Short Range Training Plan	Blended/Partial	Social	Synchronous
Brief a Training Plan FRAGO	Blended/Partial	Social	Synchronous
Mechanized Team Defensive Order Development	Yes	Conceptual	Asynchronous
Brief a Live Fire Plan	Blended/Partial	Social	Synchronous
Mechanized Team Defense Tactics	Yes	Conceptual	Asynchronous
METL Review Training Assessment	No	Administrative	N/A
Mechanized Team Defensive Virtual Exercise (CCTT)	No	Procedural	N/A
Mech Gunnery	No	Procedural	N/A
Mechanized Team Defense Quiz 2	No	Administrative	N/A
Mechanized Team Defense Order Evaluation	Yes	Conceptual	Asynchronous
Mechanized Team Defense Quiz 1	No	Administrative	N/A

Mechanized Team Defense Quiz 1	No	Administrative	N/A
Mechanized Team Defense Reconnaissance	Yes	Conceptual	Asynchronous
Direct Fire Planning	Yes	Conceptual	Asynchronous
Engagement Area Development	Yes	Conceptual	Asynchronous
Mechanized Team Defense Quiz 2	No	Administrative	N/A
350-1 Management	Yes	Conceptual	Asynchronous
Training Resources	Yes	Conceptual	Asynchronous

**Module: MECHANIZED TEAM OFFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mechanized Team Offensive Tactics	Blended/Partial	Conceptual	Asynchronous
Mechanized Team Offensive Order Development	Blended/Partial	Conceptual	Asynchronous
Mechanized Team Offensive TEWT	Blended/Partial	Conceptual	Asynchronous
Mechanized Team Offensive Order Evaluation	Blended/Partial	Conceptual	Asynchronous
Mechanized Team Offense Quiz 1	No	Administrative	N/A
Mechanized Team Offense Quiz 2	No	Administrative	N/A
Mechanized Team Offense Tactical Decision Game	Yes	Conceptual	Asynchronous
Mechanized Team Offense TLP Review / Discussion	No	Administrative	N/A

**Module: MID-COURSE ADMINISTRATION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Stability and Reconstruction Operations	No	Social	N/A
Infrastructure of Insurgency	Yes	Conceptual	Asynchronous
Introduction to Insurgency	Yes	Conceptual	Asynchronous
Branch Brief	No	Social	N/A

**Module: ORGANIZATIONAL FOCUSED ELECTIVES**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CO Organizational Focused Lesson	Yes	Conceptual	Asynchronous

**Module: OUT-PROCESSING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Graduation Ceremony	No	Administrative	N/A
Graduation Rehearsal	No	Administrative	N/A
Graduation Preparation	No	Administrative	N/A
CIF Turn In	No	Administrative	N/A
Book Turn In	No	Administrative	N/A
Commanding General Brief	Blended/Partial	Social	Synchronous
Individual Out Processing	No	Administrative	N/A

**Module: SBCT MOVEMENT TO CONTACT (MTC) / STABILITY OPS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT MTC/Stability OPS TEWT	Blended/Partial	Conceptual	Asynchronous
SBCT TACTICAL DECISION GAME	Yes	Conceptual	Asynchronous
SBCT Quiz 2	No	Administrative	N/A
SBCT MTC	Yes	Conceptual	Asynchronous
Stability Operations	Yes	Conceptual	Asynchronous
SBCT MTC/Stability / OPS ORDER EVALUATION	No	Administrative	N/A
A5 Quiz 1	No	Administrative	N/A
SBCT MTC/Stability Orders Development	Yes	Conceptual	Asynchronous

**Module: STRYKER BRIGADE COMBAT TEAM BATTALION URBAN OPERATIONS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Fires and Effects	Blended/Partial	Conceptual	Asynchronous



SBCT Battalion MDMP Evaluation	No	Administrative	N/A
SBCT Battalion Organization and Capabilities	Yes	Conceptual	Asynchronous
SBCT Battalion Urban Offense Considerations	Yes	Conceptual	Asynchronous
SBCT Battalion Urban Offense Planning	Yes	Conceptual	Asynchronous
SBCT Maneuver Support Planning	Blended/Partial	Conceptual	Asynchronous
SBCT Battalion Offense Quiz 1	No	Administrative	N/A
SBCT Reconnaissance Operations	Blended/Partial	Conceptual	Asynchronous
SBCT Battalion Offense Quiz 2	No	Administrative	N/A
SBCT Battalion Offense Quiz 1	No	Administrative	N/A
SBCT Logistics Planning	Yes	Conceptual	Asynchronous
SBCT Surveillance Operations	Yes	Conceptual	Asynchronous
SBCT C4ISR	Yes	Conceptual	Asynchronous

**Module: TROOP LEADING PROCEDURES**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
COA Development Evaluation	Blended/Partial	Conceptual	Asynchronous
"Counseling (Initial, Co Intro, and Lesson A1)"	Blended/Partial	Social	Synchronous
Company Tactics Entrance Exam	No	Administrative	N/A
COA Analysis Application	Blended/Partial	Conceptual	Asynchronous
Receipt of Mission Application	Blended/Partial	Conceptual	Asynchronous
Receipt of Mission Evaluation	Blended/Partial	Conceptual	Asynchronous
Terrain Analysis Application	Blended/Partial	Conceptual	Asynchronous
Enemy Analysis Application	Blended/Partial	Conceptual	Asynchronous
Enemy Analysis Evaluation	Blended/Partial	Conceptual	Asynchronous
Own Force Capabilities Application	Blended/Partial	Conceptual	Asynchronous

Own Force Capabilities Evaluation	Blended/Partial	Conceptual	Asynchronous
COA Development Application	Blended/Partial	Conceptual	Asynchronous
Terrain Analysis Evaluation	Blended/Partial	Conceptual	Asynchronous
COA Analysis Evaluation	Blended/Partial	Conceptual	Asynchronous

**Infantry Mortar Leader**

***Module: Administrative time***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Out Processing	No	Administrative	N/A
Administrative time	No	Administrative	N/A
Introduction to Infantry Mortar Leader Course/Inprocessing	No	Administrative	N/A

***Module: Examinations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mortar Fire Control M95 Examination	No	Administrative	N/A
Basic FDC Procedures - M16 Plotting Board Examination	No	Administrative	N/A
Fire Planning and Observed Fire Examination	No	Administrative	N/A
Mechanical Training Examination	No	Administrative	N/A
Tactical Employment of Mortars Examination	No	Administrative	N/A
Advanced FDC Procedures - M16 Plotting Board Examination	No	Administrative	N/A
FDC Procedures - M23 Mortar Ballistic Computer Examination	No	Administrative	N/A

***Module: FDC Procedures - M16 Plotting Board***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
FDC Procedures With M23 Mortar Ballistic Computer	Blended/Partial	Procedural	Asynchronous
Fire Direction Center Procedures M16 Plotting	Blended/Partial	Procedural	Asynchronous

Board Advanced

FDC Procedures with the M32 LHMBC	Blended/Partial	Procedural	Asynchronous
Fire Direction Center Procedures - M16 Plotting Board Basic	Blended/Partial	Procedural	Asynchronous
FDC Procedures with Mortar Fire Control System M95	Blended/Partial	Procedural	Asynchronous

**Module: Live Fire Exercise (LFX)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Recovery (LFX)	No	Procedural	N/A
Live Fire Exercise - Fire Without a Fire Direction Center	No	Procedural	N/A
Live Fire Exercise (LFX)	No	Procedural	N/A

**Module: Mechanical Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Mechanical Training With Mortars	No	Procedural	N/A

**Module: Mortar System Tactics**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Forward Observation Procedures	Blended/Partial	Procedural	Asynchronous
Fire Support Planning Development	Yes	Conceptual	Asynchronous
Tactical Employment of Mortars	Yes	Conceptual	Asynchronous

**Infantry Pre-Command Course**

**Module: ADMINISTRATIVE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CATD WELCOME	Blended/Partial	Social	Synchronous
OUTPROCESSING PROCEDURES	No	Administrative	N/A
COMMAND PHOTOGRAPHS	No	Social	N/A
CG'S PHILOSOPHY LUNCHEON	No	Social	N/A

IPCC SOCIAL	No	Social	N/A
ADMINISTRATIVE PROCESSING	No	Administrative	N/A
CATD LEADERSHIP LUNCHEON	No	Social	N/A

**Module: CORE LESSONS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
RESERVE COMPONENT UPDATE	Blended/Partial	Social	Synchronous
Role of the Operations SGM	Blended/Partial	Social	Synchronous
OIP BRIEF	Blended/Partial	Social	Synchronous
DCG LEADERSHIP DISCUSSION	Blended/Partial	Social	Synchronous
CG'S SEMINAR	Blended/Partial	Social	Synchronous
DOCTRINE UPDATE	Blended/Partial	Social	Synchronous
NCOES	Blended/Partial	Social	Synchronous
ENLISTED PERSONNEL MANAGEMENT DIRECTORATE	Blended/Partial	Social	Synchronous
OFFICER PERSONNEL MANAGEMENT DIRECTORATE	Blended/Partial	Social	Synchronous
URBAN/SASO OPERATIONS	Blended/Partial	Social	Synchronous
COMMANDER'S SEMINAR	Blended/Partial	Social	Synchronous
TSM-SOLDIER BRIEFING	Blended/Partial	Social	Synchronous
TSM-ANTITANK BRIEFING	Blended/Partial	Social	Synchronous
TSM-BRADLEY BRIEFING	Blended/Partial	Social	Synchronous
RTB BRIEFING	Blended/Partial	Social	Synchronous
IOBC UPDATE BRIEFING	Blended/Partial	Social	Synchronous
30TH AG TOUR	Blended/Partial	Social	Synchronous
OSUT PT	Blended/Partial	Social	Synchronous

COMMAND EXCHANGE WITH ICCC	Blended/Partial	Social	Synchronous
COMBATIVES	No	Social	N/A
MAINTENANCE	Blended/Partial	Social	Synchronous
BREAKFAST/ITB BRIEFING	No	Social	N/A

**Module: HOTEX**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
HOTEX	No	Procedural	N/A

**Infantry Pre-Command Course - BFV**

**Module: Bradley Fighting Vehicle**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform the cyclic functions of the M242 Automatic Gun	No	Procedural	N/A
Implement the BFV Gunnery Training Program	No	Procedural	N/A
Engage multiple targets from a moving or stationary BFV in the UCOFT	No	Procedural	N/A
Conduct a BFV maintenance inspection	No	Procedural	N/A
Implement a BFV maintenance program	No	Procedural	N/A
Identify and operate turret controls and indicators	No	Procedural	N/A
Zero the M242 and M240C on a BFV	No	Procedural	N/A
Engage targets with M242 and M240C using the Integrated Sight Unit (ISU) and Auxillary Sight	No	Procedural	N/A
Implement a UCOFT Training Strategy	Blended/Partial	Procedural	Asynchronous
Outline the role of the Master Gunner	Yes	Conceptual	Asynchronous
Outline the evaluation and standards for all Crew Gunnery Tables	Yes	Conceptual	Asynchronous
"Outline the planning, execution and evaluation criteria for Advanced Gunnery Tables for each	Yes	Conceptual	Asynchronous

Outline BFV characteristics and capabilities	Yes	Conceptual	Asynchronous
Outline new equipment and training standards	Yes	Conceptual	Asynchronous
Outline the operation of BFV training devices (PGS & TSV) and how they are utilized	Yes	Conceptual	Asynchronous
Conduct Bradley Gunnery Skills Testing (BGST)	No	Procedural	N/A
Conduct Bradley Gunnery Skills Testing (BGST)	No	Administrative	N/A

**Module: Nonacademic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the Infantry Precommand BFV	No	Administrative	N/A

**Infantryman**

**Module: Maintain Spiritual, Emotional, and Mental Fitness**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Maintain Spiritual, Emotional, and Mental Fitness	Yes	Conceptual	Asynchronous

**Module: Administrative/Support Time OSUT**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative/Support Time OSUT	No	Administrative	N/A

**Module: Advanced Infantry Marksmanship**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Advanced Infantry Marksmanship IV	No	Procedural	N/A
Advanced Infantry Marksmanship V	No	Procedural	N/A
Advanced Infantry Marksmanship III	No	Procedural	N/A
Advanced Infantry Marksmanship II	No	Procedural	N/A
Advanced Infantry Marksmanship I	No	Procedural	N/A

**Module:    *Antiarmor Techniques***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
M136/AT4 Antiarmor Techniques	Blended/Partial	Procedural	Asynchronous
M136/AT4 Antiarmor Techniques	Blended/Partial	Procedural	Asynchronous

**Module:    *Appropriate Behavior***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Appropriate Behavior	Yes	Conceptual	Asynchronous

**Module:    *Army Family Team Building***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Army Family Team Building	Yes	Conceptual	Asynchronous

**Module:    *Army Values***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Values Training (Honor)	Yes	Conceptual	Asynchronous
Values Training (Duty)	Yes	Conceptual	Asynchronous
Values Training (Selfless Service)	Yes	Conceptual	Asynchronous
Values Training (Platoon Discussion)	Blended/Partial	Social	Synchronous
Values Training (Summary)	Yes	Conceptual	Asynchronous
Values Training (Refresher)	Yes	Conceptual	Asynchronous
Instill Values and Appreciation of Army Heritage and Traditions	Yes	Conceptual	Asynchronous
Values Training (Personal Courage)	Yes	Conceptual	Asynchronous
Army Values	Yes	Conceptual	Asynchronous
Values Training (Loyalty)	Yes	Conceptual	Asynchronous
Values Training (Integrity)	Yes	Conceptual	Asynchronous

Values Training (Respect)	Yes	Conceptual	Asynchronous
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**Module:** *Basic Military Communications*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Basic Military Communications	Blended/Partial	Procedural	Asynchronous

**Module:** *Basic Rifle Marksmanship*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Basic Rifle Marksmanship 5 (OSUT-Zero an M16A4 Rifle)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 6 (OSUT-Downrange Feedback)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 7 (OSUT-Field Fire I)	No	Procedural	N/A
Basic Rifle Marksmanship 8 (OSUT-Field Fire II)	No	Procedural	N/A
Basic Rifle Marksmanship 11 (OSUT-Record Fire)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 9 (OSUT-Practice Record Fire I)	No	Procedural	N/A
Basic Rifle Marksmanship 3 (OSUT)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 2 (OSUT)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 1 (OSUT)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 10 (OSUT-Practice Record Fire II)	Blended/Partial	Procedural	Asynchronous
Basic Rifle Marksmanship 4 (OSUT-Grouping Procedures)	Blended/Partial	Procedural	Asynchronous

**Module:** *Battle March and Shoot*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Battle March and Shoot	No	Procedural	N/A



**Module:    *Conditioning Obstacle Course***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conditioning Obstacle Course	No	Procedural	N/A

**Module: *Confidence Obstacle Course***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Confidence Obstacle Course	No	Procedural	N/A

**Module: *Confidence Tower***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Confidence Tower	No	Procedural	N/A

**Module:    *Drill and Ceremonies***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Drill and Ceremonies 8 (Platoon Evaluations)	No	Procedural	N/A
Drill and Ceremonies 4 (Individual Drill with Weapons)	No	Procedural	N/A
Drill and Ceremonies 2 (Individual Drill-Stationary Movements)	No	Procedural	N/A
Drill and Ceremonies 3 (Individual Drill-Marching)	No	Procedural	N/A
Drill and Ceremonies 1 (Drill Orientation)	Yes	Conceptual	Asynchronous
Drill and Ceremonies 5 (Squad Drill)	No	Procedural	N/A
Drill and Ceremonies 6 (Platoon Drill)	No	Procedural	N/A
Drill and Ceremonies 7 (Company Drill)	No	Procedural	N/A
Drill and Ceremonies 9 (Company Evaluation)	No	Procedural	N/A

**Module:    *Environmental Awareness***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Environmental Awareness	Yes	Conceptual	Asynchronous

**Module: Equal Opportunity and Sexual Harassment Policies and Programs**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Equal Opportunity and Sexual Harassment Policies and Programs	Yes	Conceptual	Asynchronous

**Module: Field Training Exercise**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Field Training Exercise (7 Days)	No	Procedural	N/A

**Module: First Aid**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
First Aid 1 (Evaluate a Casualty)	Blended/Partial	Procedural	Asynchronous
First Aid 5 (Splinting a Fracture)	Blended/Partial	Procedural	Asynchronous
First Aid 4 (Treatment of Burns)	Blended/Partial	Procedural	Asynchronous
First Aid 3 (Control Bleeding)	Blended/Partial	Procedural	Asynchronous
First Aid 2 (Restore Breathing)	Blended/Partial	Procedural	Asynchronous
First Aid 6 (Transporting a casualty)	Blended/Partial	Procedural	Asynchronous

**Module: Foot Marches**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct 6 Mile Foot March	No	Procedural	N/A
Complete a 10 mile foot march.	No	Procedural	N/A
Conduct 2 Mile Foot March	No	Procedural	N/A
Conduct 4 Mile Foot March	No	Procedural	N/A
Complete a 12 mile foot march.	No	Procedural	N/A
Conduct 8 Mile Foot March	No	Procedural	N/A

**Module: Foreign Weapons**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Foreign Weapons	Blended/Partial	Procedural	Asynchronous

**Module: Guard Duty**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Guard Duty 2 (Sentry Duties)	No	Procedural	N/A
Guard Duty 1 (Purpose, Type & Composition)	No	Procedural	N/A

**Module: Hand to Hand Combat**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Hand to Hand Combat Period 3	No	Social	N/A
Hand to Hand Combat Period 8	No	Social	N/A
Hand to Hand Combat Period 2	No	Social	N/A
Hand to Hand Combat Period 4	No	Social	N/A
Hand to Hand Combat Period 5	No	Social	N/A
Hand to Hand Combat Period 6	No	Social	N/A
Hand to Hand Combat Period 13	No	Social	N/A
Hand to Hand Combat Period 1	No	Social	N/A
Hand to Hand Combat Period 7	No	Social	N/A
Hand to Hand Combat Period 10	No	Social	N/A
Hand to Hand Combat Period 11	No	Social	N/A
Hand to Hand Combat Period 12	No	Social	N/A
Hand to Hand Combat Period 9	No	Social	N/A
Hand to Hand Combat Period 14	No	Social	N/A
Hand to Hand Combat Period 15	No	Social	N/A

**Module: Identification and Wear of Military Uniforms**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Identification and Wear of Military Uniform	Yes	Conceptual	Asynchronous

**Module: Individual Tactical Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
ITT #1 (Occupy an Assembly Area/Introduction to MILES)	No	Procedural	N/A
Night Infiltration Course	No	Procedural	N/A
Hand Grenades	Blended/Partial	Procedural	Asynchronous
ITT #2 (Foundation of a Tactically Proficient Soldier)	No	Procedural	N/A
Individual Tactical Training	No	Procedural	N/A
ITT #4 (Individual Movement Techniques LFX)	No	Procedural	N/A
ITT #3 (Individual Movement Techniques BFX)	No	Procedural	N/A

**Module: Inspections**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Inspection (in-ranks)	No	Administrative	N/A
Inspection (Introduction)	Yes	Conceptual	Asynchronous
Inspection (PREP for in-quarters)	No	Administrative	N/A
Inspection (in-quarters)	No	Administrative	N/A
Inspection (PREP for in-ranks)	No	Administrative	N/A
Inspection (in-quarters #2)	No	Administrative	N/A
Inspection (PREP for in quarters #2)	No	Administrative	N/A
Inspection (PRE-Combat)	No	Administrative	N/A

**Module:    *Introduction to the Bradley Fighting Vehicle***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Land Navigation 2	No	Procedural	N/A
Land Navigation 3	No	Procedural	N/A
US Mines	Blended/Partial	Procedural	Asynchronous
Land Navigation 1 (Basic Map Reading)	Blended/Partial	Procedural	Asynchronous
Introduction to the Bradley Fighting Vehicle (OSUT)	Blended/Partial	Procedural	Asynchronous

**Module:    *Law of Land Warfare***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Law of Land Warfare	Yes	Conceptual	Asynchronous

**Module:    *M203 Grenade Launcher***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
M203 Grenade Launcher: Firing Techniques	Blended/Partial	Procedural	Asynchronous

**Module:    *Machine Gun Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
M249 Machine Gun	Blended/Partial	Procedural	Asynchronous
M240B General Purpose Machine Gun	Blended/Partial	Procedural	Asynchronous
M249 Machine Gun	Blended/Partial	Procedural	Asynchronous

**Module:    *Managing Personal Finances***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Managing Personal Finances	Yes	Conceptual	Asynchronous

**Module:    *Military Courtesies and Customs***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Military Courtesies and Customs	Yes	Conceptual	Asynchronous

**Module: Military Justice/Standards of Conduct**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Military Justice (Uniform Code of Military Justice)	Yes	Conceptual	Asynchronous
Military Justice (Comply with Provisions of UCMJ)	Yes	Conceptual	Asynchronous

**Module: Movement Under Direct Fire (MUDF) with MILES**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Movement Under Direct Fire (MUDF) with MILES	No	Procedural	N/A
MUDF #1 (Introduction to Buddy Team Movements)	No	Procedural	N/A
MUDF #2 (Buddy Team Blank Fire)	No	Procedural	N/A
MUDF #3 (Introduction to Fire Team)	No	Procedural	N/A
MUDF #5 (Buddy Team Live Fire)	No	Procedural	N/A
MUDF #4 (Buddy Team Blank Fire)	No	Procedural	N/A

**Module: NBC Defense**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
"Nuclear, Biological, and Chemical (NBC) Defense NB2"	Blended/Partial	Conceptual	Asynchronous
"Nuclear, Biological, and Chemical (NBC) First Aid for Nerve Agent"	Blended/Partial	Procedural	Asynchronous
"Nuclear, Biological, and Chemical (NBC) Defense NB1"	Blended/Partial	Procedural	Asynchronous

**Module: Personal Affairs**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Personal Affairs	Yes	Conceptual	Asynchronous

**Module: Phased Training Examinations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Eagle Skills Test (OSUT)	No	Administrative	N/A
Phase III Testing (OSUT)	No	Administrative	N/A

Phase II Testing (OSUT)	No	Administrative	N/A
Phase I Testing (OSUT)	No	Administrative	N/A
Eagle Skills Test (OSUT)	No	Administrative	N/A
Phase III Testing (OSUT)	No	Administrative	N/A
Phase I Testing (OSUT)	No	Administrative	N/A

**Module: Physical Readiness Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Physical Training	No	Procedural	N/A

**Module: Preventive Medicine**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Personal Hygiene and Sexually Transmitted Diseases (BCT Pilot)	Yes	Conceptual	Asynchronous

**Module: Rifle Bayonet/Pugil Fighting**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Rifle Bayonet Training (Bayonet Assault Course-RB6)	No	Procedural	N/A
Rifle Bayonet Training (Basic Attack Movements-RB2)	No	Procedural	N/A
Rifle Bayonet Training (Basic Defensive Movements-(RB3)	No	Procedural	N/A
Rifle Bayonet Training (Individual Bouts-RB4)	No	Procedural	N/A
Rifle Bayonet Training (Bayonet Assault Course-RB5)	No	Procedural	N/A
Rifle Bayonet Training (Basic Movements-RB1)	No	Procedural	N/A

**Module: Serve as a Member of a Team**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Serve as a Member of a Team (LRC)	No	Social	N/A
Serve as a Member of a Team (TWDC)	No	Social	N/A

**Module: Squad Tactical Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
STT #1 (Introduction to Defensive Fighting Positions)	No	Social	N/A
STT #2 (React to Contact / Break Contact)	No	Social	N/A
STT #3 (Conduct a Squad Attack)	No	Social	N/A

**Module: Threat in Today's Operational Environment**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Threats in Today's Operational Environment	Yes	Conceptual	Asynchronous

**Module: Urban Operations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Urban Operations	No	Procedural	N/A

**Infantryman (MOSO)**

**Module: Administrative time**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Time	No	Administrative	N/A

**Module: CMF 11 Skills**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Basic Military Communications	Blended/Partial	Procedural	Asynchronous
Landmine Defense 2 (UXO / IED)	Blended/Partial	Procedural	Asynchronous
Detainee Operations	Blended/Partial	Procedural	Asynchronous
Landmine Defense 1 (M18A1 Claymore Mine)	Blended/Partial	Procedural	Asynchronous

**Module: Tactics**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Move Under Direct Fire (MUDF)	Blended/Partial	Procedural	Asynchronous
Convoy Survivability	Blended/Partial	Procedural	Asynchronous



Check Point Operations	Blended/Partial	Procedural	Asynchronous
Urban Operations	Blended/Partial	Procedural	Asynchronous
Basic Map Reading / Land Navigation	Blended/Partial	Procedural	Asynchronous
Squad Tactical Training	No	Procedural	N/A

**Module: Weapons Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Caliber .50 M2 Machine Gun Fundamental Skills	Blended/Partial	Procedural	Asynchronous
MK19 Machine Gun Fundamental Skills	Blended/Partial	Procedural	Asynchronous
Weapons Training M240B Machine Gun	Blended/Partial	Procedural	Asynchronous
Weapons Training M249 Machine Gun	Blended/Partial	Procedural	Asynchronous
M203 Grenade Launcher	Blended/Partial	Procedural	Asynchronous
ARM 3 Engage targets with CCO and AN/PAQ-4B/C or AN/PEQ-2A	No	Procedural	N/A
"ARM 2 NVD, AN/PAQ-4B/C or AN/PEQ-2A"	No	Procedural	N/A
"ARM 1 (EST 2000), Borelight & CCO"	No	Procedural	N/A
Antiarmor M136/AT4	No	Procedural	N/A
ARM 4 Reflexive Fire (Day and Night)	No	Procedural	N/A

**Infantryman BNCOC**

**Module: CMF11 Common**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Zero the AN/PEQ-2A	No	Procedural	N/A
Land Navigation Exam (Day/Night)	No	Procedural	N/A
Operate the Borelight	No	Procedural	N/A
Zero the AN/PAQ-4C	No	Procedural	N/A

FO Procedures	Blended/Partial	Procedural	Asynchronous
Zero the Close Combat Optic (M68)	No	Procedural	N/A
First Aid/First Responder	Blended/Partial	Procedural	Asynchronous
SQUAD VIRTUAL/CONSTRUCTIVE SIMULATIONS	Blended/Partial	Procedural	Asynchronous
Introduction to FBCB2	Blended/Partial	Procedural	Asynchronous
Futures	Blended/Partial	Social	Synchronous
Tactical Employment of the M240B Machine Gun, M249 Squad Automatic Weapon	Yes	Conceptual	Asynchronous
BNCOC Pre Course Exam	No	Administrative	N/A
Zero the PAS-13 TWS	No	Procedural	N/A
In-Processing	No	Administrative	N/A
Zero the MGO	No	Procedural	N/A
BNCOC Pre Course Exam	No	Administrative	N/A
Land Navigation Exam (Day/Night)	No	Administrative	N/A
Communicate Using the FBCB2	Blended/Partial	Procedural	Asynchronous
Out Processing	No	Administrative	N/A
<b>Module: CMF11B Specific</b>			
<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Field Expedient Communications	Blended/Partial	Procedural	Asynchronous
Demolitions	Blended/Partial	Procedural	Asynchronous
Combat Operations (FTX)	Blended/Partial	Procedural	Asynchronous
Javelin	Blended/Partial	Procedural	Asynchronous
Precision Lightweight Global Positioning System (PLGR)	No	Administrative	N/A
Squad Battle Drills	No	Procedural	N/A

CMF 11B End of Course Examination	No	Administrative	N/A
Javelin Exam	No	Administrative	N/A
CMF 11B End of Course Examination	No	Administrative	N/A
Precision Lightweight Global Positioning System (PLGR)	Blended/Partial	Procedural	Asynchronous

**International Officer Preparatory Course**

**Module: ADMINISTRATIVE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
INPROCESSING	No	Administrative	N/A
TOUR OF COLUMBUS	No	Procedural	N/A
INFANTRY LEARNING CENTER BRIEFING	No	Administrative	N/A
FINANCE BRIEFING	No	Administrative	N/A
MILITARY PHOTOGRAPH	No	Administrative	N/A
BOOK ISSUE	No	Administrative	N/A
CLOTHING ISSUE	No	Administrative	N/A
INDEPENDENT STUDY	No	Conceptual	N/A
OBSERVE COULMBUS CITY COUNCIL MEETING	No	Social	N/A
TOUR OF INFANTRY HALL	No	Procedural	N/A
CHAMBER OF COMMERCE LUNCHEON	No	Social	N/A
MAYOR OF COLUMBUS - WELCOME	No	Social	N/A
TOUR OF FORT BENNING	No	Procedural	N/A
CIF ISSUE	No	Administrative	N/A

**Module:    *MODULE A CORE SUBJECTS***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
COURSE INTRODUCTION	Yes	Conceptual	Asynchronous
EFFECTIVE SPEAKING AND RESEARCH	Yes	Conceptual	Asynchronous
AMERICAN GOVERNMENT/HISTORY	Yes	Conceptual	Asynchronous
INTRODUCTION TO MILITARY JUSTICE	Yes	Conceptual	Asynchronous
LOCAL HEALTH HAZARDS	Yes	Conceptual	Asynchronous
"COMPANY, BATTALION, AND BRIGADE ORGANIZATION"	Yes	Conceptual	Asynchronous
COUNTRY BRIEFS	Blended/Partial	Social	Synchronous

**Javelin Gunner Course**

**Module:    *Preparing, Restoring, and Carrying the Javelin (Module 3)***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Preparing, Restoring, and Carrying the Javelin (Module 3)	Blended/Partial	Procedural	Asynchronous

**Module:    *Infrared Images & Target Acquisition (Module 4)***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Infrared Images & Target Acquisition (Module 4)	Blended/Partial	Procedural	Asynchronous

**Module:    *Introduction to the Javelin Gunner's Course (Module 1)***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the Javelin Gunner's Course (Module 1)	Blended/Partial	Conceptual	Asynchronous

**Module:    *Introduction to the Javelin Weapon System (Module 2)***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the Javelin Weapon System (Module 2)	Blended/Partial	Procedural	Asynchronous

**Module: Javelin Field Tactical Trainer (Module 7)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Javelin Field Tactical Trainer (Module 7)	No	Procedural	N/A
Javelin Field Tactical Trainer (Module 7)	No	Procedural	N/A

**Module: Maintain a Javelin (Module 8)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Maintain a Javelin (Module 8)	Blended/Partial	Procedural	Asynchronous

**Module: Non-Academic Subjects for the Javelin Gunner Course**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for the Javelin Gunner Course	No	Administrative	N/A

**Module: Target Engageability (Module 5)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Target Engageability (Module 5)	Blended/Partial	Procedural	Asynchronous
Target Engageability (Module 5)	Blended/Partial	Procedural	Asynchronous

**Module: Target Engagement & Malfunctions (Module 6)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Target Engagement & Malfunctions (Module 6)	Blended/Partial	Procedural	Asynchronous
Target Engagement & Malfunctions (Module 6)	Blended/Partial	Procedural	Asynchronous

**Javelin Train-the-Trainer Course**

**Module: Javelin Gunner Training Course**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Target Engageability (Module 5)	Blended/Partial	Procedural	Asynchronous
Javelin Field Tactical Trainer (Module 7)	No	Procedural	N/A
Target Engagement & Malfunctions (Module 6)	Blended/Partial	Procedural	Asynchronous

Target Engagement & Malfunctions (Module 6)	Blended/Partial	Procedural	Asynchronous
Introduction to the Javelin Gunner's Course (Module 1)	Blended/Partial	Conceptual	Asynchronous
Infrared Images & Target Acquisition (Module 4)	Blended/Partial	Procedural	Asynchronous
Preparing, Restoring, and Carrying the Javelin (Module 3)	Blended/Partial	Procedural	Asynchronous
Introduction to the Javelin Weapon System (Module 2)	Blended/Partial	Procedural	Asynchronous
Javelin Field Tactical Trainer (Module 7)	No	Procedural	N/A
Maintain a Javelin (Module 8)	Blended/Partial	Procedural	Asynchronous

**Module: Non-Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for the Javelin Train The Trainer Course	No	Administrative	N/A

**Module: Training Devices Use and Operation Course (Train The Trainer)**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Javelin Train the Trainer - Introduction to the Javelin Weapons System (Module 2)	Yes	Conceptual	Asynchronous
Javelin Train-The Trainer Field Tactical Trainer (Module 4)	No	Procedural	N/A
Javelin Train the Trainer - Basic Skills Trainer (Module 3)	No	Procedural	N/A

**Jumpmaster**

**Module: Jumpmaster Techniques Exam**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Jumpmaster Techniques Examination	No	Administrative	N/A
Jumpmaster Techniques Examination	No	Administrative	N/A

**Module: Jumpmaster Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Duties and Responsibilities of the DZSO and the DZSTL	Yes	Conceptual	Asynchronous

Personnel Parachutes for MC-6 PERSONNEL PARACHUTE SYSTEM	No	Procedural	N/A
Safety Duties	No	Procedural	N/A
Orientation and Administration	No	Administrative	N/A
Air Force Aircraft Orientation	Yes	Conceptual	Asynchronous
Explain the airborne operation briefing	Yes	Conceptual	Asynchronous
""A"" Series Containers"	Yes	Conceptual	Asynchronous
Pre-Jump Training Classroom Instruction	Yes	Conceptual	Asynchronous
Army Aircraft Orientation	Yes	Conceptual	Asynchronous
Jumpmaster Course Review	Yes	Conceptual	Asynchronous
Maintenance of Equipment	Blended/Partial	Procedural	Asynchronous
Practical Work In The Aircraft	No	Procedural	N/A
Duties and Responsibilities of the Jumpmaster and Safety	Blended/Partial	Procedural	Asynchronous
Jumpmaster Personnel Inspection	No	Procedural	N/A
Pre-jump for MC-6 PERSONNEL PARACHUTE SYSTEM	No	Procedural	N/A
Personnel Parachutes	No	Procedural	N/A
Jumpmaster Personnel Inspection for MC-6 PERSONNEL PARACHUTE SYSTEM	No	Procedural	N/A
Practical Work In The Aircraft	No	Procedural	N/A
Jumpmaster Personnel Inspection for MC-6 PERSONNEL PARACHUTE SYSTEM	No	Procedural	N/A
Pre-jump for MC-6 PERSONNEL PARACHUTE SYSTEM	No	Procedural	N/A
Personnel Parachutes for MC-6 PERSONNEL PARACHUTE SYSTEM	No	Procedural	N/A
Safety Duties	No	Procedural	N/A
Individual Equipment Containers	No	Procedural	N/A

Personnel Parachutes	No	Procedural	N/A
Jumpmaster Personnel Inspection	No	Procedural	N/A
Pre-Jump Training Field Exercise	No	Procedural	N/A
Deficiencies	No	Procedural	N/A
Individual Equipment Containers	No	Procedural	N/A

**Module: Non Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for the Jump Master Course	No	Administrative	N/A

**Land Warrior Leader Qualification Course**

**Module: Leaders Phase**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Operate the Mission Data Support Equipment	Blended/Partial	Procedural	Asynchronous
Perform Mission Planning	Yes	Conceptual	Asynchronous
"Training Aids, Devices, Simulators and Simulations (TADSS) Familiarization"	Yes	Conceptual	Asynchronous
Tactical and Logistical Considerations With Land Warrior	Yes	Conceptual	Asynchronous

**Module: Operator Phase**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Adjust Indirect Fire Using the Land Warrior System	Blended/Partial	Procedural	Asynchronous
Maintain the Land Warrior System	Blended/Partial	Procedural	Asynchronous
Operate the AN/PAS-13 Thermal Weapon Sight	Blended/Partial	Procedural	Asynchronous
Operate the Multi-Function Laser	Blended/Partial	Procedural	Asynchronous
Perform Reduce Exposure Firing Techniques	Blended/Partial	Procedural	Asynchronous
Operate the Land Warrior System in all Levels of	Blended/Partial	Procedural	Asynchronous



MOPP

Operate the MBITR Radio	Blended/Partial	Procedural	Asynchronous
Navigate Dismounted Using the Land Warrior System (Day/Night)	Blended/Partial	Procedural	Asynchronous
Configure the Land Warrior System	No	Procedural	N/A
Conduct Preliminary Land Warrior Performance Evaluation	No	Procedural	N/A
Boresight the Land Warrior Weapon Subsystem	No	Procedural	N/A
Engage Targets With the Land Warrior Weapon Subsystem	No	Procedural	N/A
Conduct Land Warrior Performance Evaluation	No	Procedural	N/A
Conduct Preliminary Land Warrior Performance Evaluation	No	Procedural	N/A
Conduct Land Warrior Performance Evaluation	No	Procedural	N/A
Identify Land Warrior Capabilities and Components	Yes	Conceptual	Asynchronous
Operate the Land Warrior System	Blended/Partial	Procedural	Asynchronous
Operate the AN/PVS-14	Blended/Partial	Procedural	Asynchronous

**Land Warrior Operator Course**

***Module: Operator Phase***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Operate the AN/PAS-13 Thermal Weapon Sight	Blended/Partial	Procedural	Asynchronous
Operate the AN/PVS-14	Blended/Partial	Procedural	Asynchronous
Configure the Land Warrior System	No	Procedural	N/A
Adjust Indirect Fire Using the Land Warrior System	Blended/Partial	Procedural	Asynchronous
Operate the Land Warrior System in all Levels of MOPP	Blended/Partial	Procedural	Asynchronous
Navigate Dismounted Using the Land Warrior System (Day/Night)	Blended/Partial	Procedural	Asynchronous

Operate the Multi-Function Laser	Blended/Partial	Procedural	Asynchronous
Maintain the Land Warrior System	Blended/Partial	Procedural	Asynchronous
Operate the MBITR Radio	Blended/Partial	Procedural	Asynchronous
Boresight the Land Warrior Weapon Subsystem	No	Procedural	N/A
Perform Reduce Exposure Firing Techniques	Blended/Partial	Procedural	Asynchronous
Operate the Land Warrior System	Blended/Partial	Procedural	Asynchronous
Conduct Preliminary Land Warrior Performance Evaluation	No	Procedural	N/A
Engage Targets With the Land Warrior Weapon Subsystem	No	Procedural	N/A
Conduct Land Warrior Performance Evaluation	No	Procedural	N/A
Conduct Preliminary Land Warrior Performance Evaluation	No	Procedural	N/A
Conduct Land Warrior Performance Evaluation	No	Procedural	N/A
Identify Land Warrior Capabilities and Components	Yes	Conceptual	Asynchronous

**Long-Range Marksmanship Course Mobile Training Team (MTT)**

***Module: Examinations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Long Range Marksman Written Examination (Part I)	No	Administrative	N/A
Target Detection and Selection Performance Test II	No	Administrative	N/A
Record Fire	No	Administrative	N/A
Long Range Marksman Written Examination (Part I)	No	Administrative	N/A
Range Estimation Performance Test I	No	Administrative	N/A
Range Estimation Performance Test II	No	Administrative	N/A
Target Detection and Selection Performance Test I	No	Administrative	N/A

Target Detection and Selection Performance Test II	No	Administrative	N/A
Long Range Marksman Written Examination (Part II)	No	Administrative	N/A
Long Range Marksman Written Examination (Part II)	No	Administrative	N/A
Range Estimation Performance Test I	No	Administrative	N/A
Range Estimation Performance Test II	No	Administrative	N/A
Target Detection and Selection Performance Test I	No	Administrative	N/A
Record Fire	No	Administrative	N/A

**Module: Long Range Marksman Skills**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Angle Firing	Blended/Partial	Procedural	Asynchronous
Target Detection and Selection	Blended/Partial	Procedural	Asynchronous
Estimate Range	Blended/Partial	Procedural	Asynchronous
Maintain a Data Book	Yes	Procedural	Asynchronous
Engage Targets using Elevation and Windage Holdoff Techniques	No	Procedural	N/A
Perform Alternate Firing Positions	Blended/Partial	Procedural	Asynchronous

**Module: M107 Weapon System Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Engage Targets with the M107 Weapon System (Period 3)	No	Procedural	N/A
Engage Targets with the M107 Weapon System (Period 2)	No	Procedural	N/A
Engage Targets with the M107 Weapon System (Period 1)	No	Procedural	N/A
Maintain M107 Weapon System	Blended/Partial	Procedural	Asynchronous

**Module: M24 Weapon System Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Engage Targets with the M24 Weapon System (Known Distance - Period 2)	No	Procedural	N/A
M24 Weapon System Training	No	Administrative	N/A
Engage Targets with the M24 Weapon System (Known Distance)	No	Procedural	N/A
Engage Targets with the M24 Weapon System (Known Distance - Period 3)	No	Procedural	N/A
Apply the Fundamentals of Marksmanship	Blended/Partial	Procedural	Asynchronous
Maintain M-24 Weapon System	Blended/Partial	Procedural	Asynchronous
Plot the Ballistics of the M24 Weapon System	Yes	Conceptual	Asynchronous
Engage Targets with the M24 Weapon System (UnKnown Distance - Period 2)	No	Procedural	N/A
Engage Targets with the M24 Weapon System (UnKnown Distance - Period 3)	No	Procedural	N/A
Record Fire (Practice)	No	Procedural	N/A
Engage Moving Targets (Period 1)	No	Procedural	N/A
Engage Moving Targets (Period 2)	No	Procedural	N/A
Engage Moving Targets (Period 3)	No	Procedural	N/A
Zero an M24 Weapon System	No	Procedural	N/A
Engage Targets with the M24 Weapon System (Final Shot)	No	Procedural	N/A
Engage Targets with the M24 Weapon System (Night Fire)	No	Procedural	N/A
Engage Targets with the M24 Weapon System (UnKnown Distance - Period 2)	No	Procedural	N/A

**Module: Non-Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for LRMC	No	Administrative	N/A

**Maneuver ANCOC**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Out-Processing	No	Administrative	N/A
CIF Turn-in	No	Administrative	N/A
Graduation	No	Administrative	N/A
Welcome Home Brief	No	Social	N/A

**Module: Professional Developmental Counseling**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Professional Developmental Counseling	Blended/Partial	Social	Synchronous
End of Course Survey	No	Administrative	N/A

**Module: UO & SIMEX**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Combined Arms Exercise (SIMEX)	No	Procedural	N/A
Urban Operations (STX)	No	Procedural	N/A
Recovery (Urban Ops)	Blended/Partial	Procedural	Asynchronous

**Maneuver ANCOC (Indirect Fire Infantryman)**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Physical Fitness Training	No	Procedural	N/A

**Module: CMF 11C MOS Specific**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Advanced Fire Support Planning	Yes	Conceptual	Asynchronous
Air Assault Operations	Yes	Conceptual	Asynchronous

Tactical Employment of Mortars	Yes	Conceptual	Asynchronous
CCTT Orientation	Yes	Conceptual	Asynchronous

**Module: CMF 11C MOS Specific Examinations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CMF 11C-1 Examination and AAR (terrain board)	No	Administrative	N/A
CMF 11C-2 Examination and AAR	No	Administrative	N/A

**Module: Professional Developmental Counseling**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Professional Developmental Counseling	Blended/Partial	Social	Synchronous

**Maneuver ANCOC (Infantryman)**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Physical Fitness Training	No	Procedural	N/A

**Module: CMF 11B MOS Specific**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CCTT Orientation	Blended/Partial	Conceptual	Asynchronous
Air Assault Operations	Yes	Conceptual	Asynchronous
Combined Infantry Tactics	Yes	Conceptual	Asynchronous
Urban Operations	Yes	Conceptual	Asynchronous

**Module: CMF 11B MOS Specific Examinations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CMF 11B-1 Examination and AAR (terrain board)	No	Administrative	N/A
CMF 11B-2 Examination and AAR	No	Administrative	N/A

**Module: Professional Developmental Counseling**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Professional Developmental Counseling	Blended/Partial	Social	Synchronous

**MANEUVER CAPTAINS CAREER (DCST Validated P06-434)**

**Module: (B0) FBCB2, MCS-L, BN Fundamentals**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
MCS-L and FBCB2 Training	Yes	Conceptual	Asynchronous
Battalion Fundamentals	Yes	Conceptual	Asynchronous

**Module: (A7) Company Specialized Tactical Tasks and Execution**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Specialized Company Tactics	Yes	Conceptual	Asynchronous
Virtual Company Training	Yes	Conceptual	Asynchronous

**Module: (A7) Gauntlet**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Company Gauntlet STX	Yes	Conceptual	Asynchronous

**Module: (A8) Taking Command**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Final Written Performance Exam	No	Administrative	N/A
Staff Ride	Yes	Conceptual	Asynchronous
Training Management	Yes	Conceptual	Asynchronous
Plan a Company Quarterly Training Brief (QTB)	Yes	Conceptual	Asynchronous
Unit Maintenance Operations	Yes	Conceptual	Asynchronous
Unit Supply Operations	Yes	Conceptual	Asynchronous
UCMJ	Yes	Conceptual	Asynchronous

Unit Gunnery Program	Yes	Conceptual	Asynchronous
Final Counseling	Blended/Partial	Social	Synchronous
Final AAR	Blended/Partial	Social	Synchronous
Unit Counseling	Yes	Conceptual	Asynchronous
Taking Command	Blended/Partial	Conceptual	Asynchronous
Final Written Performance Exam	No	Administrative	N/A

**Module: (B1) BN Defense and MDMP**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Battalion Defense MDMP PE	Yes	Conceptual	Asynchronous

**Module: (B2) Recon Squadron ISR and Security Operations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
RS Organization	Yes	Conceptual	Asynchronous
RS MDMP Practical Exercise	Yes	Conceptual	Asynchronous
ISR Fundamentals	Yes	Conceptual	Asynchronous
Security Fundamentals	Yes	Conceptual	Asynchronous

**Module: (B3) Battalion Offense and CPX**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Combined Arms Rehearsal	Yes	Conceptual	Asynchronous
BN Offense MDMP PE	Yes	Conceptual	Asynchronous
Battle Captain	Yes	Conceptual	Asynchronous
TOC Operations	Yes	Conceptual	Asynchronous
BN Offense CPX	Blended/Partial	Social	Synchronous
Battalion Offensive Fundamentals	Yes	Conceptual	Asynchronous



**Module:** (B4) Battalion Urban Attack/Offense

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Information Operations	Yes	Conceptual	Asynchronous
Urban Fundamentals	Yes	Conceptual	Asynchronous
Targeting	Yes	Conceptual	Asynchronous
BN Urban Attack MDMP PE	Yes	Conceptual	Asynchronous

**Module:** (B5) BCT Full Spectrum Operations

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Joint, Interagency, and Multinational Operations	Yes	Conceptual	Asynchronous
Full Spectrum Operations MDMP PE	Yes	Conceptual	Asynchronous
Command Seminar	Blended/Partial	Social	Synchronous
BCT Gauntlet CPX	No	Procedural	N/A
BCT Science	Yes	Conceptual	Asynchronous

**Module:** Administrative

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to Small Group Instruction	Blended/Partial	Social	Synchronous
CIF Issue	No	Administrative	N/A
MCCC Graduation	No	Administrative	N/A
Accountability and In-Processing	No	Administrative	N/A
Required Physical Training	No	Procedural	N/A
Text Issue	No	Administrative	N/A
SGI Introduction	No	Administrative	N/A
RECEIVE COMPUTER ISSUE	No	Administrative	N/A
Army Physical Fitness Test (Record)	No	Administrative	N/A

Computer Turn-In	No	Administrative	N/A
Dining Out	No	Administrative	N/A
Record Army Physical Fitness Training	No	Administrative	N/A
Graduation Rehearsal	No	Administrative	N/A
Text Turn-In	No	Administrative	N/A
CIF Turn-In	No	Administrative	N/A
MCCC Out-Processing Brief	No	Administrative	N/A

**Module: Directed Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Sexual Assault Prevention and Response Training	Yes	Conceptual	Asynchronous
Personnel Recovery	Yes	Conceptual	Asynchronous
Cultural Awareness	Yes	Conceptual	Asynchronous

**Maneuver Captains Career Course, Phase 2**

**Module: BATTLE FORGE EXAM WEEK**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Battle Forge Oral Operations Order Exam	No	Administrative	N/A
Company OPORD Briefs	Blended/Partial	Social	Synchronous
Company Comprehensive Final Exam	No	Administrative	N/A
Battle Forge Operations Order Brief	Blended/Partial	Social	Synchronous

**Module: COMMON CORE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Summaries	Yes	Conceptual	Asynchronous
Equal Opportunity	Yes	Conceptual	Asynchronous

Measures to Reduce Operational Stress	Yes	Conceptual	Asynchronous
Army Evaluations	Yes	Conceptual	Asynchronous
Use and Value of Military History	Yes	Conceptual	Asynchronous
Persuasive Writing	Yes	Conceptual	Asynchronous
Clarity	Yes	Conceptual	Asynchronous
Correctness	Yes	Conceptual	Asynchronous
Information Processing	Yes	Conceptual	Asynchronous
Style	Yes	Conceptual	Asynchronous
Planning	Yes	Conceptual	Asynchronous
Combined Arms Warfare II	Yes	Conceptual	Asynchronous
Combined Arms Warfare I	Yes	Conceptual	Asynchronous
Effective Study of Military History	Yes	Conceptual	Asynchronous
Contemporary Operational Environment	Yes	Conceptual	Asynchronous
Law of War / Rules of Engagement	Yes	Conceptual	Asynchronous
Sexual Misconduct	Yes	Conceptual	Asynchronous
Staff Ride	No	Procedural	N/A
NBC Operations: Chemical Environment / Smoke Operations	Yes	Conceptual	Asynchronous

**Module: COMPANY SCIENCE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
COE Defense	Yes	Conceptual	Asynchronous
Counseling First Battle	Yes	Conceptual	Asynchronous
IBCT Organization	Yes	Conceptual	Asynchronous
Engineer Obstacle Planning	Yes	Conceptual	Asynchronous

Civil Considerations	Yes	Conceptual	Asynchronous
Mortar Employment	Yes	Conceptual	Asynchronous
MACHINE GUN THEORY	Yes	Conceptual	Asynchronous
Surface Danger Zones (SDZ) and Risk Estimate Distances	Yes	Conceptual	Asynchronous
Sniper Capabilities AND Employment	Yes	Conceptual	Asynchronous
Vehicle Capabilities	Yes	Conceptual	Asynchronous
Engineer- SOSRA	Yes	Conceptual	Asynchronous
Company Logistics	Yes	Conceptual	Asynchronous
Introduction to the Contemporary Operational Environment	Yes	Conceptual	Asynchronous
Fires Effects	Yes	Conceptual	Asynchronous
SBCT Organization	Yes	Conceptual	Asynchronous
Engineer - EMST Planning	Yes	Conceptual	Asynchronous
COE Offense	Yes	Conceptual	Asynchronous
Introduction to Troop Leading Procedures	Yes	Conceptual	Asynchronous
Fires Capablity	Yes	Conceptual	Asynchronous
Own Troops Analysis	Yes	Conceptual	Asynchronous
Enemy Analysis Application	Yes	Conceptual	Asynchronous
HBCT Organization	Yes	Conceptual	Asynchronous
1Q	Yes	Conceptual	Asynchronous
Modularity	Yes	Conceptual	Asynchronous
Analysis of Mission	Yes	Conceptual	Asynchronous
Signal - Company C4	Yes	Conceptual	Asynchronous
Fires - CAS	Yes	Conceptual	Asynchronous

CALD Quiz 1	No	Administrative	N/A
Company Tactics Entrance Exam	No	Administrative	N/A
Company Casualty Evacuation	Yes	Conceptual	Asynchronous
CALD Quiz 1	No	Administrative	N/A
Company Tactics Entrance Exam	No	Administrative	N/A
Fires Effects	No	Administrative	N/A

**Module: COUNSELING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Counseling (Mid-course & Bn Intro)	Blended/Partial	Social	Synchronous
Unit Counseling	Blended/Partial	Social	Synchronous
Final Counseling	Blended/Partial	Social	Synchronous

**Module: COURSE COMPREHENSIVE EXAM**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Battle Forge Operations Order Brief	Blended/Partial	Social	Synchronous
Second Company OPORD (Final)	No	Administrative	N/A
Battle Forge Operations Order Brief	No	Administrative	N/A
Battalion Mission Analysis	No	Administrative	N/A
Company OPORD Briefbacks	No	Administrative	N/A
Battalion Mission Analysis	No	Administrative	N/A
Company OPORD Briefbacks	No	Administrative	N/A
Second Company OPORD (Final)	No	Administrative	N/A

**Module: HBCT DEFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
A2 Quiz 2	No	Administrative	N/A

A2 Quiz 1	No	Administrative	N/A
Counter-mobility	Yes	Conceptual	Asynchronous
Company Team Defense Procedures	Yes	Conceptual	Asynchronous
Weapons Positioning	Yes	Conceptual	Asynchronous
Modular Sapper Company	Yes	Conceptual	Asynchronous
Direct Fire Planning	Yes	Conceptual	Asynchronous
Historical Vignette 2	Yes	Conceptual	Asynchronous
Company Team Defense	Yes	Conceptual	Asynchronous
HBCT Company Organization	Yes	Conceptual	Asynchronous
Engagement Area Development	Yes	Conceptual	Asynchronous
A2 Quiz 1	No	Administrative	N/A
Historical Vignette 1	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 2,3,4	Yes	Conceptual	Asynchronous
Simulation - CCTT EA Development and Execution	No	Procedural	N/A

**Module: HBCT OFFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Simulation - CCTT Offense Planning and Execution	No	Procedural	N/A
A3 Quiz 2	No	Administrative	N/A
Historical Vignette 1	Yes	Conceptual	Asynchronous
A3 Quiz 1	No	Administrative	N/A
Attack Helicopter Operations	Yes	Conceptual	Asynchronous
Company Team Breach	Yes	Conceptual	Asynchronous

Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
Company Team Offense	Yes	Conceptual	Asynchronous
Combined Arms Urban Operations	Yes	Conceptual	Asynchronous
COE Defense	Yes	Conceptual	Asynchronous
Historical Vignette 2	Yes	Conceptual	Asynchronous

**Module: IBCT OFFENSE AND DEFENSE**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Troop Leading Procedures	Yes	Conceptual	Asynchronous
Course of Action Selection	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 2	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
Historical Vignette 2	Yes	Conceptual	Asynchronous
Engagement Area Development	Yes	Conceptual	Asynchronous
Direct Fire Planning	Yes	Conceptual	Asynchronous
Historical Vignette 1	Yes	Conceptual	Asynchronous
Breach	Yes	Conceptual	Asynchronous
Course of Action Development	Yes	Conceptual	Asynchronous
A1 Quiz 2	No	Administrative	N/A
A1 Quiz 2	No	Administrative	N/A
Company Defense	Yes	Conceptual	Asynchronous
A1 Quiz 1	No	Administrative	N/A
A1 Quiz 1	No	Administrative	N/A
Course of Action Analysis	Yes	Conceptual	Asynchronous

Company Offense	Yes	Conceptual	Asynchronous
TEWT - Bush Hill	Yes	Conceptual	Asynchronous
Develop Tentative Decisive Point	Yes	Conceptual	Asynchronous
Develop Commanders Intent	Yes	Conceptual	Asynchronous
Course of Action Comparison	Yes	Conceptual	Asynchronous
Echelonment of Fires	Yes	Conceptual	Asynchronous

**Module: INDEPENDENT STUDY/PREPARATION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
Fundamentals Of The Defense	Yes	Conceptual	Asynchronous

**Module: IN-PROCESSING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CATD/Tactics Welcome	Blended/Partial	Social	Synchronous
Diagnostic Reading Test	Yes	Conceptual	Asynchronous
Assistant Commandant Brief	Blended/Partial	Social	Synchronous
OIP Brief	Blended/Partial	Social	Synchronous
11th Regimental Commander Welcome	Blended/Partial	Social	Synchronous
RTB / ITB Brief	Blended/Partial	Social	Synchronous
Tactics Diagnostic Examination & Results	No	Administrative	N/A
In-Processing	No	Administrative	N/A
Book Issue	No	Administrative	N/A
CIF Issue	No	Administrative	N/A
Diagnostic APFT	No	Administrative	N/A
Introduction to Effective Writing	Yes	Conceptual	Asynchronous



Tactics Diagnostic Examination & Results	No	Administrative	N/A
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**Module: LEADERSHIP**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Company Command Seminar	Blended/Partial	Social	Synchronous
Ethical Decision Making	Yes	Conceptual	Asynchronous
Cohesion	Yes	Conceptual	Asynchronous
Taking Charge of a Unit	Yes	Conceptual	Asynchronous
Army Family Team Building	Yes	Conceptual	Asynchronous
Developing Subordinates	Yes	Conceptual	Asynchronous

**Module: OUT-PROCESSING**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
CIF Turn In	No	Administrative	N/A
Graduation Preparation	No	Administrative	N/A
Graduation Ceremony	No	Administrative	N/A
Commanding General Brief	Blended/Partial	Social	Synchronous
Individual Out Processing	No	Administrative	N/A
Book Turn In	No	Administrative	N/A
Graduation Rehearsal	No	Administrative	N/A

**Module: SBCT DEFENSE URBAN**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
A4 Quiz 1	No	Administrative	N/A
A4 Quiz 2	No	Administrative	N/A
Media	Yes	Conceptual	Asynchronous
Historical Vignette 1	Yes	Conceptual	Asynchronous

Ballistic Injuries	Yes	Conceptual	Asynchronous
Mobility/Counter Mobility/Survivability in Urban Environment	Yes	Conceptual	Asynchronous
Urban Operations	Yes	Conceptual	Asynchronous
SBCT Company Organization	Yes	Conceptual	Asynchronous
FOB Security	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 2	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
Historical Vignette 2	Yes	Conceptual	Asynchronous

**Module: SBCT URBAN SRO**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactical Decision Exercise 2	Yes	Conceptual	Asynchronous
Introduction to Insurgency	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
A5 Quiz 1	No	Administrative	N/A
Stability and Reconstruction Operations	Yes	Conceptual	Asynchronous
Infrastructure of Insurgency	Yes	Conceptual	Asynchronous
Civil Affairs Capabilities	Yes	Conceptual	Asynchronous
Psyops Capabilities	Yes	Conceptual	Asynchronous
Tactical Decision Exercise 1	Yes	Conceptual	Asynchronous
Historical Vignette 2	Yes	Conceptual	Asynchronous
Cordon and Search	Yes	Conceptual	Asynchronous
Resistance and Insurgency	Yes	Conceptual	Asynchronous
Terrorism and Insurgency	Yes	Conceptual	Asynchronous

Urban Equipment	Yes	Conceptual	Asynchronous
Historical Vignette 1	Yes	Conceptual	Asynchronous
Stability Operations	Yes	Conceptual	Asynchronous
A5 Quiz 2	No	Administrative	N/A

**Mechanized Leader Course**

***Module: Administrative Subjects***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
MLC Physical Conditioning	No	Administrative	N/A
End of Course Critique	No	Administrative	N/A
MLC Outprocessing	No	Administrative	N/A
Introduction to the Mechanized Leader Course	No	Administrative	N/A
MLC CIF Issue	No	Administrative	N/A
MLC Inprocessing	No	Administrative	N/A
MLC CIF Turn-in	No	Administrative	N/A

***Module: Basic Gunnery***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
BFV Live-Fire Gunnery BT VI and BT VII	No	Procedural	N/A
Range Maintenance	No	Procedural	N/A

***Module: Examinations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactics Examinations	No	Administrative	N/A
Tactics Examinations	No	Administrative	N/A
Gunnery Exam	No	Administrative	N/A
Gunnery Exam	No	Administrative	N/A

**Module: *Hull and Turret Maintenance***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Turret Maintenance Training	No	Procedural	N/A
Hull Maintenance Training	No	Procedural	N/A

**Module: *Hull and Turret Operations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct Turret Operations	No	Procedural	N/A
Conduct Hull Operations	No	Procedural	N/A

**Module: *Preliminary Gunnery***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Pre-Fire Checks	No	Procedural	N/A
Bradley Crew Proficiency Course	No	Procedural	N/A
Fire Commands	Blended/Partial	Conceptual	Asynchronous

**Module: *Safety Considerations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Safety Considerations for the BFV	Blended/Partial	Procedural	Asynchronous
Crew (Safety) Drills for the BFV	No	Procedural	N/A

**Module: *Simulations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct UCFT Training	No	Procedural	N/A
Conduct CCTT Training	No	Procedural	N/A

**Module: *Tactics***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tactical Decision Exercises	Yes	Conceptual	Asynchronous
Mechanized Team TLPs	Blended/Partial	Conceptual	Asynchronous

Mechanized Team Offensive Tactics	Yes	Conceptual	Asynchronous
Mechanized Team Defense Tactics	Yes	Conceptual	Asynchronous

**Module: Vehicle Introduction**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to the Bradley Fighting Vehicle	Yes	Conceptual	Asynchronous
Hand & Arm Signals	No	Administrative	N/A
Hand & Arm Signals	Blended/Partial	Conceptual	Asynchronous

**Module: Weapons Systems Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct Bradley Gunnery Skills Testing (BGST)	No	Procedural	N/A
Operate Weapon Systems on the BFV	No	Procedural	N/A

**Mechanized Leader's Course (M2A3)**

**Module: Course Completion Examination**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Course Completion Exam	No	Administrative	N/A

**Module: Device Gunnery**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct Bradley Table II	Blended/Partial	Procedural	Asynchronous

**Module: Introduction to the M2A3 Mechanized Leaders Course**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
M2A3 Familiarization	Yes	Conceptual	Asynchronous
Introduction to the M2A3 Mechanized Leader Course	Yes	Conceptual	Asynchronous

**Module: Live Fire Gunnery**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Crew Gunnery Bradley Table VII	Blended/Partial	Procedural	Asynchronous
Crew Gunnery	No	Procedural	N/A

**Module: M2A3 Communications Systems**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
M2A3 Messages	Blended/Partial	Procedural	Asynchronous
M2A3 Communications	Blended/Partial	Procedural	Asynchronous

**Module: Non Academic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Physical Conditioning	No	Administrative	N/A

**Module: Preliminary Gunnery**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Preliminary Gunnery Training On Range	No	Procedural	N/A

**Module: Training Devices**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
FBCB2 Trainer	No	Procedural	N/A
Introduction to Bradley Advanced Training Systems (BATS)	Blended/Partial	Procedural	Asynchronous
Bradley Advanced Trainer (BATS)	No	Procedural	N/A

**Module: Turret Operations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Commanders Tactical Display	Blended/Partial	Procedural	Asynchronous
Improved Bradley Acquisition SubSystem	Blended/Partial	Procedural	Asynchronous
Commanders Independent Viewer	Blended/Partial	Procedural	Asynchronous
Sustainment and Diagnostics	Blended/Partial	Procedural	Asynchronous

Asynchronous	M2A3 Fire Control	Blended/Partial	Procedural
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**Officer Candidate School/BOLC I**

**Module: ADMINISTRATIVE SUBJECTS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Preparation for Graduation	No	Administrative	N/A
First Sergeant Briefing	Blended/Partial	Social	Synchronous
CIF Turn-in	No	Administrative	N/A
Outprocessing Procedures	No	Administrative	N/A
Swearing In Ceremony	No	Administrative	N/A
Honor Code Orientation	Yes	Conceptual	Asynchronous
BARRACKS INSPECTION (CLEARING)	No	Administrative	N/A
Graduation	No	Administrative	N/A
Graduation Rehearsal	No	Procedural	N/A
Commanders Time	No	Administrative	N/A
The Effects of Tobacco Use	Yes	Conceptual	Asynchronous
CIF Issue	No	Administrative	N/A
Senior TAC Briefing	No	Social	N/A
Personnel Processing & Precommission Orientation	No	Administrative	N/A
Company Commanders Orientation	No	Administrative	N/A
CIF Turn-in (Make-up)	No	Administrative	N/A
Finance Inprocessing	No	Administrative	N/A
OCSOP orientation	No	Administrative	N/A

Battalion Commanders Welcome	No	Social	N/A
Standards for Barracks Inspection	No	Administrative	N/A
Senior Status Inspection	No	Administrative	N/A
Processing Officer ID Cards	No	Administrative	N/A

**Module: ARMY DOCTRINE AND TACTICS**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Call for Fire Exam	No	Administrative	N/A
Operations Exam	No	Administrative	N/A
The Army Training Management System Exam	No	Administrative	N/A
TACTICS CPX CRITIQUE	Yes	Conceptual	Asynchronous
Supervise Supply Activities Exam	No	Administrative	N/A
Elements of Military Intelligence Exam	No	Administrative	N/A
Operations Exam	No	Administrative	N/A
The Army Training Management System Exam	No	Administrative	N/A
Introduction to Combat Orders	Yes	Conceptual	Asynchronous
Bush Hill Terrain Walk	No	Procedural	N/A
The Platoon Operation Order	Yes	Conceptual	Asynchronous
Operational Terms and Graphics	Yes	Conceptual	Asynchronous
TACTICS & OPERATIONS EXAMINATIONS (Sand Table)	Yes	Conceptual	Asynchronous
INTRODUCTION TO ARMY OPERATIONS AND PRINCIPLES OF WAR	Yes	Conceptual	Asynchronous
Call for Fire	Blended/Partial	Conceptual	Asynchronous
Troop Leading Procedures	Yes	Conceptual	Asynchronous
Supervise Supply Activities	Yes	Conceptual	Asynchronous



Staff Organization	Yes	Conceptual	Asynchronous
Supervise Supply Activities Exam	No	Administrative	N/A
Elements of Military Intelligence	Yes	Conceptual	Asynchronous
US Army Organization	Yes	Conceptual	Asynchronous
TACTICS & OPERATIONS EXAMINATIONS (Sand Table)	No	Administrative	N/A
The Army Training Management System	Yes	Conceptual	Asynchronous
PRINCIPLES OF THE DEFENSE	Yes	Conceptual	Asynchronous
Call for Fire Exam	No	Administrative	N/A
Elements of Military Intelligence Exam	No	Administrative	N/A

**Module: BASIC SOLDIER SKILLS AND FIELD CRAFT**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Introduction to Drill and Individual Drill/ Drill and Ceremonies	Blended/Partial	Conceptual	Asynchronous
Communicate by Tactical Radio	Blended/Partial	Procedural	Asynchronous
Squad Orientation Stakes	No	Administrative	N/A
Intro to Drill and Individual Drill	Blended/Partial	Conceptual	Asynchronous
Squad Orientation Stakes	No	Procedural	N/A

**Module: ETHICS AND LEADERSHIP**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Employ Military Justice Exam	No	Administrative	N/A
Professional Military Ethics I	Yes	Conceptual	Asynchronous
Leadership I,2, and 3 BE-KNOW-DO	Yes	Conceptual	Asynchronous
Leadership Examination	No	Administrative	N/A
Editing	Yes	Conceptual	Asynchronous

Leaders Reaction Course	Blended/Partial	Procedural	Asynchronous
End of Course Counseling	Blended/Partial	Social	Synchronous
Andersonville Ethics Case	Blended/Partial	Social	Synchronous
Senior Leader Seminar	Blended/Partial	Social	Synchronous
BOC Performance Counseling	Blended/Partial	Social	Synchronous
Conduct a Military Briefing	Blended/Partial	Social	Synchronous
Leaders Seminar	Blended/Partial	Social	Synchronous
TAC Leadership Assessment Counseling	Blended/Partial	Social	Synchronous
Effective Listening	Blended/Partial	Social	Synchronous
Reading Diagnostic	Yes	Conceptual	Asynchronous
Grammar	Yes	Conceptual	Asynchronous
Law of Land Warfare	Yes	Conceptual	Asynchronous
Planning and Supervision	Yes	Conceptual	Asynchronous
Soldier Team Development	Yes	Conceptual	Asynchronous
Personnel Management System	Yes	Conceptual	Asynchronous
Employ Military Justice	Yes	Conceptual	Asynchronous
Ethical Decision Making/Prof Mil E II	Yes	Conceptual	Asynchronous
Leadership Examination	No	Administrative	N/A
Briefings	Yes	Conceptual	Asynchronous
Clarity (in Writing)	Yes	Conceptual	Asynchronous
Conciseness (in Writing)	Yes	Conceptual	Asynchronous
Reading Effectiveness	Yes	Conceptual	Asynchronous
Employ Military Justice Exam	No	Administrative	N/A

**Module: FIELD LEADERSHIP EXERCISES**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Conduct Pre Combat Checks	No	Procedural	N/A
Field Leadership Exercise II/III	No	Procedural	N/A
Field Leadership Exercise I - Land Navigation	No	Procedural	N/A
Land Navigation	Blended/Partial	Procedural	Asynchronous

**Module: HERITAGE AND HISTORY**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Senior Status Review	No	Administrative	N/A
Wear of the Officer Candidate Uniform	Blended/Partial	Conceptual	Asynchronous
Leaders Seminar	Blended/Partial	Social	Synchronous
AMERICA's Military Past (History)	Yes	Conceptual	Asynchronous
The Role of the NCO/Officer and Warrant Officer	Yes	Conceptual	Asynchronous
Senior Officer Candidate Review (SOCR)	No	Administrative	N/A
Intermediate Status Ceremony	No	Administrative	N/A
Class Opening	No	Administrative	N/A
Senior Status Review (Senior Social)	No	Administrative	N/A
Intermediate Status Inspection	No	Administrative	N/A
Senior Status Review (Branching Ceremonies)	No	Administrative	N/A
Battalion Commanders Social	No	Administrative	N/A
Graduation Formal	No	Social	N/A
Assistant Commandant Seminar	No	Social	N/A
AMERICA's Military Past (History) test	No	Administrative	N/A

Heritage of Officer Candidate School	No	Social	N/A
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**Module: LAND NAVIGATION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
DEAD RECKONING TERRAIN WALK	No	Procedural	N/A
Land Nav Retrain FLX 0	Blended/Partial	Procedural	Asynchronous
Land Navigation Diagnostic	No	Administrative	N/A
DEAD RECKONING PRACTICE	No	Procedural	N/A
Land Navigation Exam	No	Administrative	N/A
Land Navigation Exam Retrain	No	Administrative	N/A
TERRAIN ASSOCIATION TERRAIN WALK PRACTICE	No	Procedural	N/A
Applied Map Reading	Blended/Partial	Conceptual	Asynchronous
Land Navigation Exam	No	Administrative	N/A
Land Navigation Exam Retest	No	Administrative	N/A
Applied Map Reading Diagnostic Exam	No	Administrative	N/A
Land Navigation Diagnostic	No	Administrative	N/A
Land Navigation Exam Retest	No	Administrative	N/A
TERRAIN ASSOCIATION TERRAIN WALK	No	Procedural	N/A
Applied Map Reading Diagnostic Exam	No	Administrative	N/A
Land Navigation Exam Retrain	No	Administrative	N/A

**Module: SPECIAL TRAINING AND EVALUATION**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Peer Performance Rating Counseling	Blended/Partial	Social	Synchronous
Army Physical Fitness Test (STUDENT)	No	Administrative	N/A

7 Mile Foot March	No	Procedural	N/A
5 Mile Release Run	No	Procedural	N/A
12 Mile Foot March	No	Procedural	N/A
10-Mile Foot March	No	Procedural	N/A
Army Physical Fitness Test	No	Procedural	N/A
Conditioning Obstacle Courses	No	Procedural	N/A
Establish an Individual Fitness Program	Yes	Conceptual	Asynchronous
Army Physical Fitness Test	No	Administrative	N/A
Conduct 5-mile Foot March	No	Procedural	N/A
Machine Gun Theory	Yes	Conceptual	Asynchronous
Initial PLT Trainer Interview	Blended/Partial	Social	Synchronous
Principles of Offense	Yes	Conceptual	Asynchronous
Mid Cycle Picnic	No	Administrative	N/A
Conduct Physical Fitness Instructor Training	No	Procedural	N/A
Confidence Obstacle Course	No	Procedural	N/A
Physical Training	No	Procedural	N/A
"Peer Performance Rating #1, #2, #3"	Blended/Partial	Social	Synchronous
Combatives	No	Procedural	N/A
Combat Water Survival Test	No	Administrative	N/A

### **Pathfinder**

#### ***Module: Non Academic Subjects***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for the Pathfinder Course	No	Administrative	N/A

**Module: Pathfinder Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Ground To Air Map Marking	Blended/Partial	Procedural	Asynchronous
Pathfinder Orientation	Yes	Conceptual	Asynchronous
Air Traffic Control	Blended/Partial	Procedural	Asynchronous
Ground To Air Map Marking	Blended/Partial	Procedural	Asynchronous
Slingload Operations	Blended/Partial	Procedural	Asynchronous
Helicopter Landing Zone Operations	Blended/Partial	Procedural	Asynchronous
Drop Zone Operations	Blended/Partial	Procedural	Asynchronous
MEDEVAC Procedures	Yes	Conceptual	Asynchronous
Pickup Zone and Landing Zone Planning	Blended/Partial	Procedural	Asynchronous
Recovery/ Review	No	Procedural	N/A
Drop Zone Operations Examination	No	Administrative	N/A
Field Training Exercise	No	Administrative	N/A
Field Training Exercise	No	Procedural	N/A
Air Traffic Control	No	Administrative	N/A
Slingload Operations	No	Administrative	N/A
Helicopter Landing Zone Operations	No	Administrative	N/A
Pickup Zone and Landing Zone Planning	No	Administrative	N/A
MEDEVAC Procedures	No	Administrative	N/A
Airborne Refresher	No	Procedural	N/A
Pre-Jump Training Field Exercise	No	Procedural	N/A

**Ranger**

**Module: Benning Phase**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Ranger Tasks Training	No	Administrative	N/A
Peer Evaluations	Blended/Partial	Social	Synchronous
Troop Leading Procedures III	Blended/Partial	Conceptual	Asynchronous
Troop Leading Procedures I	Blended/Partial	Conceptual	Asynchronous
Reconnaissance	Blended/Partial	Procedural	Asynchronous
Demolitions	Blended/Partial	Procedural	Asynchronous
Call For and Adjust Indirect Fire	Blended/Partial	Procedural	Asynchronous
Combat Water Survival Assessment	No	Administrative	N/A
Ranger Physical Fitness Test	No	Administrative	N/A
Student Led Reconnaissance/Ambush Patrol (Graded)	No	Administrative	N/A
Obstacle Course (Darby Queen)	No	Administrative	N/A
Footmarch	No	Administrative	N/A
Rangers in Action	No	Procedural	N/A
Modern Army Combatives Program (Periods I/II/III)	No	Administrative	N/A
Day and Night Land Navigation	No	Administrative	N/A
Darby Mile and Malvesti Obstacle Course	No	Administrative	N/A
Combat Water Survival Assessment	No	Procedural	N/A
Troop Leading Procedures II	Blended/Partial	Conceptual	Asynchronous
Ranger Physical Fitness Test	No	Procedural	N/A

Student Led Reconnaissance/Ambush Patrol (Graded)	No	Procedural	N/A
Medical Considerations	No	Procedural	N/A
Day and Night Land Navigation	No	Procedural	N/A
Formations and Order of Movement	No	Procedural	N/A
Battle Drills	No	Procedural	N/A
Danger Areas	No	Procedural	N/A
Obstacle Course (Darby Queen)	No	Procedural	N/A
Modern Army Combatives Program (Periods I/II/III)	No	Procedural	N/A
Student Led Reconnaissance/Ambush Patrol (Non-Graded)	No	Procedural	N/A
Patrol Base	No	Procedural	N/A
Ambush	No	Procedural	N/A
Airborne Operation (Anzio)	No	Procedural	N/A
Darby Mile and Malvesti Obstacle Course	No	Procedural	N/A
Footmarch	No	Procedural	N/A
Ranger Tasks Training	No	Procedural	N/A

**Module:** *Florida Phase*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Peer Evaluations and End of Phase Critique (Florida)	No	Social	N/A
Extended Combat Operations (Day 12) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 9) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 7) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 10) Florida FTX	No	Procedural	N/A



Extended Combat Operations (Day 11) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 8) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 13) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 14) Florida FTX	No	Procedural	N/A
Extended Combat Operations (Day 15) Florida FTX	No	Procedural	N/A
Small Boat Operations (Florida)	No	Procedural	N/A
Combat Out Post (Florida)	No	Procedural	N/A
Florida Phase Student Counseling and AAR	No	Social	N/A
Ambush (Florida)	No	Procedural	N/A
Airborne Operations (Stiletto Florida)	No	Procedural	N/A
Medical Considerations (Florida)	No	Procedural	N/A
Prepare for Combat (Airborne Assault, Day 6), Florida	No	Procedural	N/A
Reptile Class (Florida)	No	Procedural	N/A
Air MEDEVAC (Florida)	No	Procedural	N/A
Patrol Base (Florida)	No	Procedural	N/A
Country Inbrief / Intel Brief(Florida)	No	Procedural	N/A
Stream Crossing Operations (Florida)	No	Procedural	N/A
Tie Down Individual Equipment (Florida)	No	Procedural	N/A
Movement to Contact (Florida)	No	Procedural	N/A
Airborne Preparation (Florida)	No	Procedural	N/A
Waterproofing Equipment (Florida)	No	Procedural	N/A
Raid (Florida)	No	Procedural	N/A

Conduct Urban Operations (Florida)	No	Procedural	N/A
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**Module: Mountain Phase**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Cliff Rappels	Blended/Partial	Procedural	Asynchronous
Introduction to Military Mountaineering	Blended/Partial	Procedural	Asynchronous
Medical Considerations (Mountains)	Blended/Partial	Procedural	Asynchronous
Rope Management	Blended/Partial	Procedural	Asynchronous
Belays	Blended/Partial	Procedural	Asynchronous
Natural Anchors and Simple Fixed Rope	Blended/Partial	Procedural	Asynchronous
Fixed Rope Installation	Blended/Partial	Procedural	Asynchronous
Vertical Haul Line	Blended/Partial	Procedural	Asynchronous
Characteristics of Mountaineering Equipment	Blended/Partial	Procedural	Asynchronous
Suspension Traverse	Blended/Partial	Procedural	Asynchronous
Bridging	Blended/Partial	Procedural	Asynchronous
Balance Climb	Blended/Partial	Procedural	Asynchronous
Basic Rappelling	Blended/Partial	Procedural	Asynchronous
Overhang Rappels	Blended/Partial	Procedural	Asynchronous
Raid (Mountains)	No	Procedural	N/A
Lead Climbing	Blended/Partial	Procedural	Asynchronous
Ambush (Mountains)	No	Procedural	N/A
Patrol Base (Mountains)	No	Procedural	N/A
Knots	Blended/Partial	Procedural	Asynchronous
Hand and Footholds	Blended/Partial	Procedural	Asynchronous
Knot Test (Mountains)	No	Administrative	N/A

Prepare for Combat (Mountains)	No	Procedural	N/A
Skills Training (Mountains)	No	Procedural	N/A
Peer Evaluation (Mountains)	No	Social	N/A
Knot Test (Mountains)	No	Administrative	N/A
Peer Evaluation (Mountains)	No	Social	N/A
5th RTBn Intelligence Summary	No	Procedural	N/A
Platoon Cadre Led (Mountains)	No	Procedural	N/A
Platoon Mountain Mobility (Mountains)	No	Procedural	N/A
Truck Movement (Mountains)	No	Procedural	N/A
Air Assault Operations (Mountains)	No	Procedural	N/A
Fire Support (Mountains)	No	Procedural	N/A
Movement to Contact (Mountains)	No	Procedural	N/A
Yonah Mountain Walk (Footmarch)	No	Procedural	N/A
Belay Test (Mountains)	No	Administrative	N/A
Airborne Operation (Operation Stiletto Mountains)	No	Procedural	N/A
FTX (Mountains)	No	Procedural	N/A
Belay Test (Mountains)	No	Administrative	N/A

**Module: Nonacademic Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative Actions (RTB)	No	Administrative	N/A
Administrative Actions (Florida)	No	Administrative	N/A
Administrative Actions (Mountains)	No	Administrative	N/A
Administrative Actions	No	Administrative	N/A

**Raven B Small Unmanned Aircraft System Operator and Maintainer**

***Module: Administrative***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative	No	Administrative	N/A

***Module: Examination***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Written Examination II	No	Administrative	N/A
Written Examination I	No	Administrative	N/A
Written Examination I	No	Administrative	N/A
Written Examination II	No	Administrative	N/A

***Module: SUAV Operator***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Prepare a Small Unmanned Aircraft System (SUAS) Mission Plan	Blended/Partial	Procedural	Asynchronous
Prepare a Small Unmanned Aircraft System (SUAS) Crew Mission Briefing	Blended/Partial	Procedural	Asynchronous
Operate an SUAS Aircraft	Blended/Partial	Procedural	Asynchronous
Operate FalconView	Blended/Partial	Procedural	Asynchronous
Operate the Small Unmanned Aircraft System (SUAS) Hand Controller	Blended/Partial	Procedural	Asynchronous
Operate a SUAS Flight Simulator	Blended/Partial	Procedural	Asynchronous
Perform Mobile Operations	No	Procedural	N/A
Perform Small Unmanned Aircraft System (SUAS) Night Operations	No	Procedural	N/A
Perform Advanced Inflight Operations	No	Procedural	N/A
Place SUAS into operation	No	Procedural	N/A

Perform Operator Level Maintenance on the SUAS	No	Procedural	N/A
Perform Post Flight Procedures	No	Procedural	N/A
SUAS Flight Manual/Flight Log	Blended/Partial	Procedural	Asynchronous

**Reconnaissance Surveillance Leader Course**

**Module:** *Academic Training Subjects*

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Survival	Blended/Partial	Procedural	Asynchronous
Vehicle, Equipment and Weapons Identification	Yes	Conceptual	Asynchronous
Advanced Land Navigation	Blended/Partial	Procedural	Asynchronous
Communications	Blended/Partial	Procedural	Asynchronous
Camouflage	Blended/Partial	Procedural	Asynchronous
Evasion and Recovery	Blended/Partial	Procedural	Asynchronous
Rotary and Fixed Wing Operations	Blended/Partial	Procedural	Asynchronous
Mounted Urban Reconnaissance	Blended/Partial	Procedural	Asynchronous
Urban Reconnaissance and Surveillance	Blended/Partial	Procedural	Asynchronous
Reconnaissance Operations Planning	Yes	Procedural	Asynchronous
Target Acquisition	Blended/Partial	Procedural	Asynchronous
Target Interdiction	Blended/Partial	Procedural	Asynchronous
Advanced Land Navigation	Blended/Partial	Procedural	Asynchronous
Communications	Blended/Partial	Conceptual	Asynchronous
Battle Drills and Patrolling Techniques	Blended/Partial	Procedural	Asynchronous
Situational Training Exercise	No	Procedural	N/A

Collection and Reporting	No	Procedural	N/A
Physical Training	No	Procedural	N/A
Vehicle Mobility	No	Procedural	N/A
Intelligence	Yes	Conceptual	Asynchronous
SUAS Orientation	No	Procedural	N/A
Vehicle, Equipment and Weapons Identification	Yes	Conceptual	Asynchronous
Field Training Exercise	No	Procedural	N/A
Army Physical Fitness Test	No	Administrative	N/A
Identify LRS and IBCT Reconnaissance Organizations	No	Administrative	N/A
Medical Considerations	No	Administrative	N/A
Army Physical Fitness Test	No	Administrative	N/A
Reconnaissance	Yes	Conceptual	Asynchronous
Airborne Operations	No	Procedural	N/A

**Module: Administrative Subjects**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative Actions	No	Administrative	N/A

**SBCT IPCC**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Infantry Pre-command Course Administrative Module	No	Administrative	N/A

**Module: Digitization**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Introduction to FBCB2	Blended/Partial	Procedural	Asynchronous

**Module: Doctrine**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Stryker Vehicle Orientation	Yes	Conceptual	Asynchronous

**Module: Lessons Learned/Operations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Deployed Video Teleconference	Blended/Partial	Social	Synchronous
SBCT Pre-Command Course Command Post Exercise	No	Procedural	N/A
SBCT RSTA Commander Lessons Learned	Yes	Conceptual	Asynchronous

**Module: Organization**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Urban Cell Based Intelligence Preparation of the Battlefield	Yes	Conceptual	Asynchronous

**SBCT Leaders Course**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Leader's Course Administrative Module	No	Administrative	N/A

**Module: Digitization**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Communicate Using the FBCB2	Blended/Partial	Procedural	Asynchronous

**Module: Doctrine**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Training Management	Blended/Partial	Procedural	Asynchronous

**Module: Lessons Learned/Operations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Stryker Leader Course Situational Training Exercise	No	Procedural	N/A
SBCT Stryker Vehicle Deployment	Blended/Partial	Procedural	Asynchronous
SBCT Maintenance Concept	Blended/Partial	Procedural	Asynchronous

**Module: Organization**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Stryker Training Devices	Blended/Partial	Procedural	Asynchronous
SBCT Stryker Vehicle Orientation	Blended/Partial	Procedural	Asynchronous

**Module: Remote Weapon Station**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Stryker Gunnery Overview	Blended/Partial	Procedural	Asynchronous
SBCT Remote Weapon Station Skills Test	No	Administrative	N/A
SBCT Stryker Remote Weapon Station Instructional Fire	No	Procedural	N/A
SBCT Remote Weapon Station Orientation	Blended/Partial	Procedural	Asynchronous

**SBCT Master Trainer Course**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative	No	Administrative	N/A

**Module: Digitization**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Communicate Using the FBCB2	Blended/Partial	Procedural	Asynchronous



**Module: Doctrine**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Short Range Training Plan	Yes	Conceptual	Asynchronous

**Module: Operations/Employment**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Training Management	Yes	Conceptual	Asynchronous
SBCT Stryker Training Devices	Blended/Partial	Procedural	Asynchronous
SBCT Mission, Organization, Equipment	Yes	Conceptual	Asynchronous
SBCT Stryker Safety Considerations	Yes	Conceptual	Asynchronous
SBCT Maintenance Concept	No	Procedural	N/A
SBCT Range Operations	No	Procedural	N/A
SBCT Stryker Vehicle Orientation	Blended/Partial	Procedural	Asynchronous

**Module: Weapons**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Advanced Infantry Marksmanship Refresher	Blended/Partial	Procedural	Asynchronous
SBCT Introduction to AIMSS Devices	Blended/Partial	Procedural	Asynchronous
SBCT Remote Weapon Station Orientation	Blended/Partial	Procedural	Asynchronous
SBCT Stryker Remote Weapon Station Instructional Fire	Yes	Conceptual	Asynchronous
SBCT Surface Area Danger Diagram	Yes	Conceptual	Asynchronous
SBCT Safe Targets	Yes	Conceptual	Asynchronous
SBCT Stryker Master Trainer Course Administrative	No	Administrative	N/A
SBCT Remote Weapon Station Skills Test	No	Administrative	N/A
SBCT Stryker Gunnery Overview	Yes	Conceptual	Asynchronous

**SBCT Transition Course**

***Module: Administratives***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Transition Course Administrative data	No	Administrative	N/A

***Module: Digitization***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Communicate Using the FBCB2	Blended/Partial	Procedural	Asynchronous

***Module: Doctrine***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Stryker Vehicle Deployment	No	Procedural	N/A

***Module: Organization***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Maintenance Concept	No	Procedural	N/A

***Module: Orientation/Operations***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
SBCT Stryker Gunnery Overview	Yes	Conceptual	Asynchronous
SBCT Stryker Remote Weapon Station Instructional Fire	No	Procedural	N/A
SBCT Remote Weapon Station Orientation	Blended/Partial	Procedural	Asynchronous
SBCT Stryker Training Devices	Blended/Partial	Procedural	Asynchronous
SBCT Remote Weapon Station Skills Test	No	Administrative	N/A
SBCT Stryker Vehicle Orientation	Blended/Partial	Procedural	Asynchronous

**Short Range Marksmanship Course**

***Module: Administrative Time***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative Non-Academic Subject Matter	No	Administrative	N/A
Conduct Mentorship Training	No	Social	N/A
Range and Cadre Brief	No	Procedural	N/A
Introduction to Short Range Marksmanship	Blended/Partial	Procedural	Asynchronous

***Module: Apply Principles of Marksmanship***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Correct Malfunctions on the M4/M16 Series Rifle	Blended/Partial	Procedural	Asynchronous
Perform Natural Point of Aim Techniques	No	Procedural	N/A
Zero an M4/M16-Series Rifle with Optics	Blended/Partial	Procedural	Asynchronous
Set up a Firing Platform	Blended/Partial	Procedural	Asynchronous
Apply Principles of Marksmanship (Firing Positions)	Blended/Partial	Procedural	Asynchronous
Determine the Mean Impact on a Target (Control the Wobble Zone)	No	Procedural	N/A
Perform Point of Aim / Position Firing Techniques	No	Procedural	N/A
Engage targets with an M4/M16-Series Rifle (Time Trials)	No	Procedural	N/A
Transition from One Position to Another	No	Procedural	N/A

***Module: Firing from Barricades***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Zero an M249 (SAW) Machine Gun using an AN/PEQ2A and an AN/PVS-14 (NVG PCI)	Blended/Partial	Procedural	Asynchronous
Zero an M4/M16-Series Rifle using an AN/PEQ2A and an AN/PVS-14	Blended/Partial	Procedural	Asynchronous

Engage Targets with the M4/M16-Series Rifle from Barricade Positions (Night Fire)	No	Procedural	N/A
Engage Targets with the M249 Machine Gun from Barricade Positions (Night Fire)	No	Procedural	N/A
Perform Rapid Magazine Changes	No	Procedural	N/A
Engage Targets with the M4/M16-Series Rifle from Barricade Positions (Day Fire)	No	Procedural	N/A
Engage Targets with the M4/M16-Series Rifle Transitioning from Barricade Positions (Day Fire)	No	Procedural	N/A
Engage Targets with the M249 Machine Gun from Barricade Positions	No	Procedural	N/A
Engage Targets with the M249 Machine Gun Transitioning from Barricade Positions	No	Procedural	N/A

**Module: Perform Movement with Weapons**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform Rapid Magazine Changes	No	Procedural	N/A
Engage Targets with M249 Machine Gun while Moving (Reflexive Fire)	No	Procedural	N/A
Engage Targets with M4/M16 Series Rifle while Moving (Reflexive Fire)	No	Procedural	N/A
Engage Targets with the M249 Machine Gun from Barricade Positions	No	Procedural	N/A

**Module: Short Range Marksmanship Time Trials**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform Rapid Magazine Changes	No	Procedural	N/A
Engage Targets with the M4/M16-Series Rifle from Barricade Positions (Day Fire)	No	Procedural	N/A
Engage targets with an M4/M16-Series Rifle (Time Trials)	No	Procedural	N/A
Engage Targets with the M249 Machine Gun from Barricade Positions	No	Procedural	N/A

**Module: Transition between Firing Positions**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Perform Magazine Changes (Field Fire)	No	Procedural	N/A

Engage Targets with an M249 Machine Gun from Firing Positions	No	Procedural	N/A
Perform Rapid Magazine Changes (Dry Fire)	No	Procedural	N/A
Perform Strong to Weak Side Side Firing	No	Procedural	N/A
Zero an M249 (SAW) Machine Gun	Blended/Partial	Procedural	Asynchronous
Perform Position Transitions with Rapid Magazine Change	No	Procedural	N/A
Operate an M249 (SAW) Machine Gun (Dry Fire)	No	Procedural	N/A
Perform Rapid Magazine Changes	No	Procedural	N/A
Transfer the Weapon from the Primary Carrying Position to an Alternate Position (Dry Fire)	No	Procedural	N/A

**Small Arms Weapons Expert**

***Module: Administrative***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Non-Academic Subjects for the Small Arms Master Gunner Course	No	Administrative	N/A

***Module: Employment of Weapons Systems***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Operate the Borelight	No	Procedural	N/A
"Tactical Employment of the M240B Machine Gun, M249 Squad Automatic Weapon"	Yes	Conceptual	Asynchronous

***Module: Maintain Small Arms***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Maintain the M2 .50 Caliber Machine Gun	Blended/Partial	Procedural	Asynchronous
Small Arms Weapons Performance Test	No	Administrative	N/A
Maintain the MK19 Machine Gun	Blended/Partial	Procedural	Asynchronous
Perform Mounting and Dismounting procedures for the M2 .50 Caliber Machine Gun	No	Procedural	N/A

Maintain the M240B Machine Gun	Blended/Partial	Procedural	Asynchronous
Engage Targets with the M240B Machine Gun	No	Procedural	N/A
Perform Mounting and Dismounting Procedures for the MK19 Machine Gun	No	Procedural	N/A
Set Headspace and Timing for the M2 .50 Caliber Machine Gun	No	Procedural	N/A
Small Arms Weapons Performance Test	No	Administrative	N/A
Maintain the M249 Machine Gun (Squad Automatic Weapon - SAW)	Blended/Partial	Procedural	Asynchronous

**Module: Training Devices**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Qualify with the AN/PAQ-4C	No	Procedural	N/A
Operate the AN/PVS-7(x)/14	No	Procedural	N/A
Operate the Machine Gun Optic	No	Procedural	N/A
Qualify with the AN/PEQ-2A	No	Procedural	N/A
Qualify with the Close Combat Optic (M68)	No	Procedural	N/A
Operate the Borelight	No	Procedural	N/A
Operate the AN/PVS-7(x)/14	No	Procedural	N/A
Qualify with the Close Combat Optic (M68)	No	Procedural	N/A
Qualify with the PAS-13 TWS	No	Procedural	N/A

**Small Unmanned Aircraft Systems Raven B Master Trainer Course**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative	No	Administrative	N/A

**Module: Examination**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Written Examination I	No	Administrative	N/A
Written Examination I	No	Administrative	N/A

**Module: SUAS Master Trainer Training**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Operate FalconView	Blended/Partial	Procedural	Asynchronous
Airspace Management	Blended/Partial	Conceptual	Asynchronous
Emergency Procedures	Yes	Conceptual	Asynchronous
Incident Reporting	Yes	Conceptual	Asynchronous
Mission Planning	Yes	Conceptual	Asynchronous
Raven Manual and Flight Log	Yes	Conceptual	Asynchronous
Operate the SUAS controls and indicators	Blended/Partial	Procedural	Asynchronous
Advanced Flight Operations	Blended/Partial	Procedural	Asynchronous
SUAS Safety and Risk Management	Yes	Conceptual	Asynchronous
Fundamentals of Instruction	Yes	Conceptual	Asynchronous
Mission Planning	No	Administrative	N/A
SUAS Simulator	No	Procedural	N/A
Perform Operator Level Maintenance on the SUAS	No	Procedural	N/A
SUAS Flight Lessons	No	Procedural	N/A
SUAS Range and Bearing Tool	No	Procedural	N/A
Small Unmanned Aircraft Systems (SUAS) Aircrew Training Program (ATP)	Yes	Conceptual	Asynchronous

**Sniper**

***Module: Organization, Use, and Employment of Snipers***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Tracking and Countertracking Class	Blended/Partial	Procedural	Asynchronous
SERE Planning and Survival Kit Class	Blended/Partial	Procedural	Asynchronou
Countersniper Operations Class	Blended/Partial	Procedural	Asynchronou
Fundamentals of Reconnaissance Class	Yes	Conceptual	Asynchronous
"Organization, Use, Command and Control, and Employment of Snipers"	Blended/Partial	Procedural	Asynchronous

***Module: Alternate Firing Positions***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Alternate Firing Positions Class	Blended/Partial	Procedural	Asynchronous
Alternate Firing Positions Practical Exercise	No	Procedural	N/A

***Module: Angle Firing***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Angle Firing Class	Blended/Partial	Procedural	Asynchronous

***Module: Elevation and Windage Holdoff***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Elevation and Windage Hold off Practical Exercise	No	Procedural	N/A
Elevation and Windage Hold Off Class	Blended/Partial	Procedural	Asynchronous

***Module: Field Fire M24 SWS***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Sniper Marksmanship Record Fire 1	No	Procedural	N/A
Field Fire Unknown Distance Targets with M24 SWS	No	Procedural	N/A
Spotter Shoot Practical Exercise	No	Procedural	N/A



Zero, Confirm and Group M24 SWS with M3A	No	Procedural	N/A
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Sniper Marksmanship Record Fire 1	No	Procedural	N/A
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**Module: Final Shot**

Lesson Title	dL Transition	Training Activity	(A)synchronous
N/A	Final Shot	No	Procedural

**Module: Fundamentals of Sniper Marksmanship**

Lesson Title	dL Transition	Training Activity	(A)synchronous
"Internal, External, and Terminal Ballistics Class"	Blended/Partial	Procedural	Asynchronous
Introduction to M-24 Sniper Weapon System Class	Blended/Partial	Procedural	Asynchronous
Maintainence of the M-24 Sniper Weapon System Class and PE	Blended/Partial	Procedural	Asynchronous
Fundamentals of Marksmanship Class and Practical Exercise	No	Procedural	N/A

**Module: Ghillie Suit Construction**

Lesson Title	dL Transition	Training Activity	(A)synchronous
Ghillie Suit Construction Class	Blended/Partial	Procedural	Asynchronous
Camouflage and Concealment Class	Blended/Partial	Procedural	Asynchronous
"Selection, Construction and Occupation of Sniper Positions Class and Practical Exercise"	Blended/Partial	Procedural	Asynchronous
Ghillie Suit Inspections and Practical Exercise	No	Procedural	N/A

**Module: History Of Snipers**

Lesson Title	dL Transition	Training Activity	(A)synchronous
History of Snipers	Yes	Conceptual	Asynchronous

**Module: Keep In Memory System**

Lesson Title	dL Transition	Training Activity	(A)synchronous
Keep In Memory System (KIMS) Practical Exercise	Yes	Conceptual	Asynchronous

Keep In Memory System (KIMS) Class	Yes	Conceptual	Asynchronous
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**Module: M107**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Sniper Marksmanship Record Fire 4	No	Procedural	N/A
Field Fire with LRSR	No	Procedural	N/A
Zero M107 LRSR	No	Procedural	N/A
Introduction to the LRSR Class	Blended/Partial	Conceptual	Asynchronous
Maintainence M107 LRSR Class	Blended/Partial	Procedural	Asynchronous
Sniper Marksmanship Record Fire 4	No	Procedural	N/A

**Module: Marksmanship Under Limited Visibility**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Sniper Marksmanship Record Fire 3	No	Procedural	N/A
Field Fire with M24 Sniper Weapon System During Limited Visibility	No	Procedural	N/A
Zero and Confirm PVS 10	No	Procedural	N/A
AN/PVS-10 Class	No	Procedural	N/A
Alternate Firing Positions Field Fire with M24 Sniper Weapon System During Limited Visibility	Blended/Partial	Procedural	Asynchronous
Sniper Marksmanship Record Fire 3	No	Procedural	N/A

**Module: Moving Targets**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Sniper Marksmanship Record Fire 2	No	Procedural	N/A
Sniper Marksmanship Record Fire 2	No	Procedural	N/A
Field Fire Moving Targets with M24 SWS	No	Procedural	N/A
Moving Targets Class	No	Procedural	N/A

**Module: Non Academic Hours Sniper School**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Army Fitness Physical Test	No	Administrative	N/A
Army Fitness Physical Test	No	Administrative	N/A

**Module: Pistol**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Pistol Class	Blended/Partial	Procedural	Asynchronous
Pistol Qualification	No	Administrative	N/A
Pistol PMI and Live Fire	No	Procedural	N/A
Pistol Qualification	No	Procedural	N/A
Pistol Room Clearing	No	Procedural	N/A

**Module: Range Estimation**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Range Estimation Testing	No	Administrative	N/A
Range Estimation Practical Exercise	No	Administrative	N/A
Range Estimation Class	No	Procedural	N/A
Range Estimation Testing	No	Administrative	N/A

**Module: Semi Automatic Sniper System**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Field Fire with Semi Automatic Sniper System	No	Procedural	N/A
Introduction to the Semi Automatic Sniper System Class	Blended/Partial	Conceptual	Asynchronous
Sniper Marksmanship Record Fire 5	No	Procedural	N/A
Zero and Grouping Exercise XM110 Semi Automatic Sniper System	No	Procedural	N/A

Maintainence Semi Automatic Sniper System Class	Blended/Partial	Procedural	Asynchronous
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Sniper Marksmanship Record Fire 5	No	Procedural	N/A
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**Module: Sketches**

Lesson Title	dL Transition	Training Activity	(A)synchronous
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Field Sketch Practical Exercises	Blended/Partial	Procedural	Asynchronous
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"Field Sketch, Range Card and Logbook Class"	Blended/Partial	Procedural	Asynchronous
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Field Sketch Testing	No	Administrative	N/A
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**Module: Sniper In Urban Operations**

Lesson Title	dL Transition	Training Activity	(A)synchronous
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Urban PE	No	Procedural	N/A
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Urban Alts PE	No	Procedural	N/A
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Urban Class	No	Procedural	N/A
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**Module: Sniper Sustainment Program**

Lesson Title	dL Transition	Training Activity	(A)synchronous
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Sniper Sustainment Program	No	Procedural	N/A
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**Module: Sniper Team Culmination**

Lesson Title	dL Transition	Training Activity	(A)synchronous
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Sniper Team Culmination	No	Procedural	N/A
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**Module: Stalking**

Lesson Title	dL Transition	Training Activity	(A)synchronous
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Stalking Class	Blended/Partial	Procedural	Asynchronous
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Stalking Practical Exercise	No	Procedural	N/A
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Concealment Exercise	No	Procedural	N/A
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Stalking Testing	No	Administrative	N/A
Stalking Testing	No	Administrative	N/A

**Module: Target Detection**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Foreign Weapons Class	Blended/Partial	Conceptual	Asynchronous
Target Detection and Selection Class	Blended/Partial	Procedural	Asynchronous
Target Detection and Selection Testing	No	Administrative	N/A
Target Detection and Selection Testing	No	Administrative	N/A
Target Detection and Selection Practical Exercises	Blended/Partial	Procedural	Asynchronous

**Module: Written Examinations**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Written Examinations	No	Administrative	N/A
Written Examinations	No	Administrative	N/A

**Sniper Employment Leader Course**

**Module: Administrative**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Administrative Subjects	No	Administrative	N/A

**Module: Sniper Employment**

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Issue Operations Order (Offense - Student)	Blended/Partial	Social	Synchronous
Employ Snipers for a Raid	Blended/Partial	Procedural	Asynchronous
Employ Snipers in Offensive Operations	Blended/Partial	Procedural	Asynchronous

Employ Snipers in Defensive Operations	Blended/Partial	Procedural	Asynchronous
Prepare an Operations Order (Counter-Sniper)	Yes	Procedural	Asynchronous
Issue Operations Order (Counter-Sniper - Student)	Blended/Partial	Social	Synchronous
Employ Snipers for a Precision Ambush	Blended/Partial	Procedural	Asynchronous
Determine targets within your sector of fire	Yes	Conceptual	Asynchronous
Perform Duties as the Sniper Employment Leader	No	Procedural	N/A
Employ Snipers during SASO	Blended/Partial	Procedural	Asynchronous
Employ Snipers during Urban Operations	Blended/Partial	Procedural	Asynchronous
Employ Snipers During Counter-Sniper Operations	Blended/Partial	Procedural	Asynchronous
Prepare an Operations Order (Offense)	Yes	Procedural	Asynchronous

***Module: Stalking***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Observe Stalking Techniques	Yes	Conceptual	Asynchronous

***Module: Sustainment Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Current Sniper/Sniper-Defeat Issues	Yes	Conceptual	Asynchronous
Develop Sniper Sustainment Training	Yes	Conceptual	Asynchronous

***Module: Weapons Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
Maintain M-24 Weapon System	Blended/Partial	Procedural	Asynchronous
Apply the Fundamentals of Marksmanship	No	Procedural	N/A
Engage Targets with the M107 Long Range Sniper Rifle	No	Procedural	N/A
Engage Targets with the M24 Weapon System (Known Distance)	No	Procedural	N/A

Maintain the M107 Long Range Sniper Rifle	Blended/Partial	Procedural	Asynchronous
Plot the Ballistics of the M24 Weapon System	Yes	Conceptual	Asynchronous
Urban Operations	No	Procedural	N/A
Call for Indirect Fire	Blended/Partial	Procedural	Asynchronous
Interact with News Media	Yes	Conceptual	Asynchronous
Troop Leading Procedures	Yes	Conceptual	Asynchronous
Convoy Live Fire Exercise	No	Procedural	N/A
Process Enemy Prisoner of War (EPW) / Civilian Internee (CI) at a Collecting Point or Holding	Blended/Partial	Procedural	Asynchronous

***Module: U. S. Weapons Training***

<b>Lesson Title</b>	<b>dL Transition</b>	<b>Training Activity</b>	<b>(A)synchronous</b>
U.S. Weapons Training (M203 Grenade Launcher)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (Hand Grenades)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (M240B Machine Gun)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (M249 Machine Gun - SAW)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (M136 AT-4)	Blended/Partial	Procedural	Asynchronous
U.S. Weapons Training (MK19 Machine Gun)	Blended/Partial	Procedural	Asynchronous