# Using Blueprint Courses in Canvas to Accelerate Course Development, Maintenance, and Fidelity

Essentially, blueprint courses are master versions of specific courses meant to push updates to all associated course sections.

<table>
<thead>
<tr>
<th>Lock</th>
<th>vs.</th>
<th>Unlock</th>
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</thead>
<tbody>
<tr>
<td>Commonly locked items/aspects include: lesson materials, assignment instructions and points</td>
<td></td>
<td>Commonly unlocked items/aspects include: Instructor and TA information, Wiki pages for students, webinar pages, and due dates</td>
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</tbody>
</table>

Your decision to lock or unlock various aspects of a blueprint course is ultimately determined by consistency and customizability.

## “Gotchas”

- Instructors cannot edit on a course level.
- Syllabus and quiz banks are always unlocked.
- Blueprint changes can undo customized module settings.
- New items appear at the bottom of the module.

- Instructors can find work-arounds to make changes.
- Instructors can chafe under perceived control.
- Instructors may need to make edits.

- Some pages need to be editable every semester and edits made in section levels do not perpetuate to future courses.
- Courses may be change semester to semester.

## Best Practices

- Carefully choose lock settings with professors.
- Determine early if edits will be made at the blueprint or course level.
- Promote clear policy and communication.

- Have “coordinating” faculty who make needed changes.
- Intentionally design with respect for instructor autonomy.
- Carefully choose lock/unlock settings.

- Make perpetual edits in the blueprint.
- Carefully choose lock and unlock settings.
- Use multiple versions of items and unpublish or remove from modules in associated courses as desired.

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*BYU Online*  
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