Designing Instruction

To design instruction, work with subject matter experts to determine outcomes, then learning objectives, skills, concepts and issues. In order to select relevant content and activities, consider the existing knowledge of your learners.

OUTCOMES

(The designer's process starts here, and works more or less from top to bottom.)

SKILLS

CONCEPTS

ISSUES

What does the learner need to be able to DO, out in the REAL WORLD, as a result of this learning experience?

What can the learner do (during the course) to SHOW YOU s/he can achieve the outcomes once s/he's out in the real world?

What NEW SKILLS does the learner need to practice during the workshop in order to achieve the outcomes?

What NEW CONCEPTS does the learner need to learn during the workshop in order to achieve the outcomes?

What problems will the learner have to learn how to deal with or overcome during the workshop in order to achieve the outcomes?

EXISTING KNOWLEDGE

(The learner's experience starts here, and works from bottom to top.)

What prerequisite knowledge should learners enter with — OR what's the GAP between

- what learners already know, &
- what they need to be able to do out in the real world?