

Instructional Design

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$$\pi = 3.141592$$

Emoji Poll

Teaching emoji

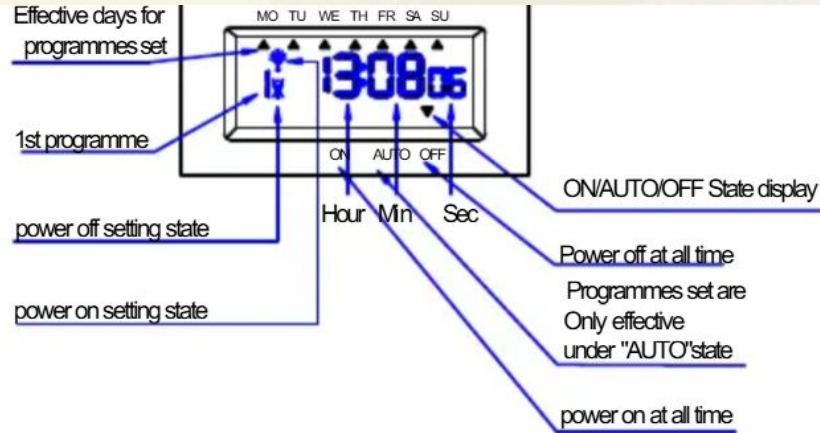
1. Homework
2. Surprise test
3. Picnic
4. Projects
5. School Assembly

Learning emoji

Let's remember!

**Teaching and Learning are
two Distinct things!**

Observe and note



Week and clock setting

- Week display: Mo. Tu. We. Th. Fr. Sa. Su.
- 24 hr time display: 0:00₀₀ - 23:59₅₉
- Week setting: Press and hold “Day” button for 3 seconds until the display on LCD flashes. Press “Day” button to move▲ to set day.

Sequence as:

→ Mo → Tu → We → Th → Fr → Sa → Su →

What is Instructional Design Theory?

Explicit guidance –to better **help people learn and develop**

- **Design oriented** and not description oriented
- **Identifies methods** for specific situations
- Broken down into minute components
- **Probabilistic**

Let's go stepwise!

ADDIE

ANALYZE

01

Needs & Constraints

DESIGN

02

Outcome based Activities

DEVELOP

03

Production

IMPLEMENT

04

Put to Action

EVALUATE

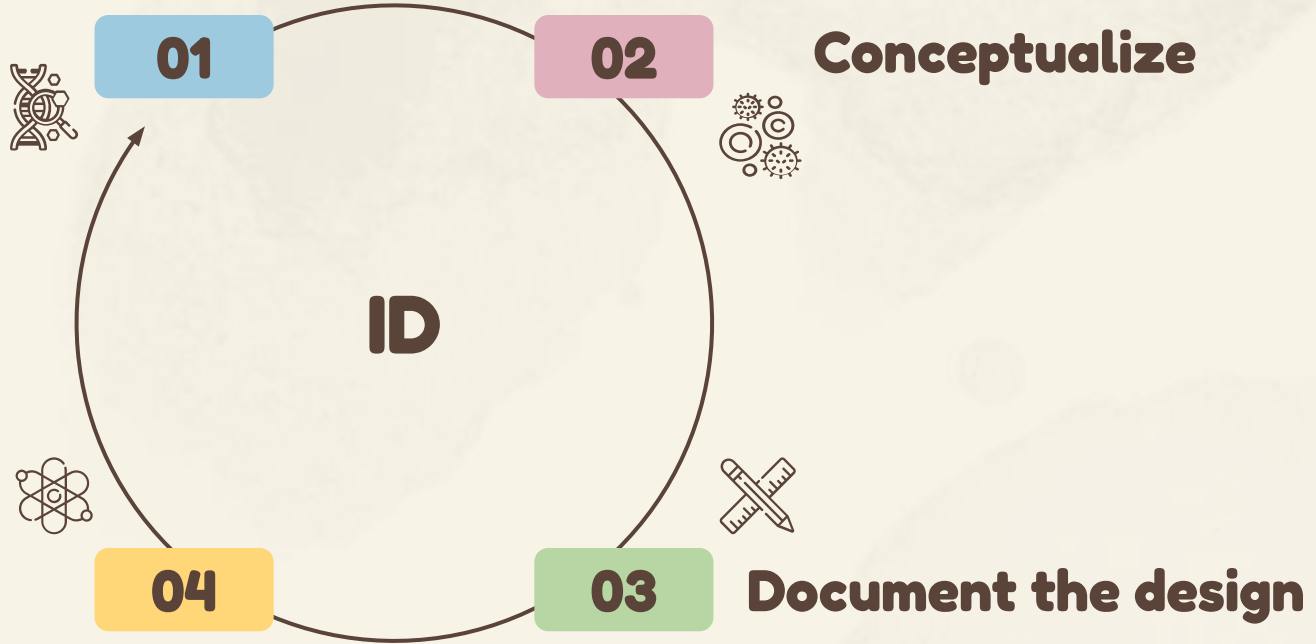
05

What worked/didn't?



Getting into the process

Objectives & outcomes



Planning the session

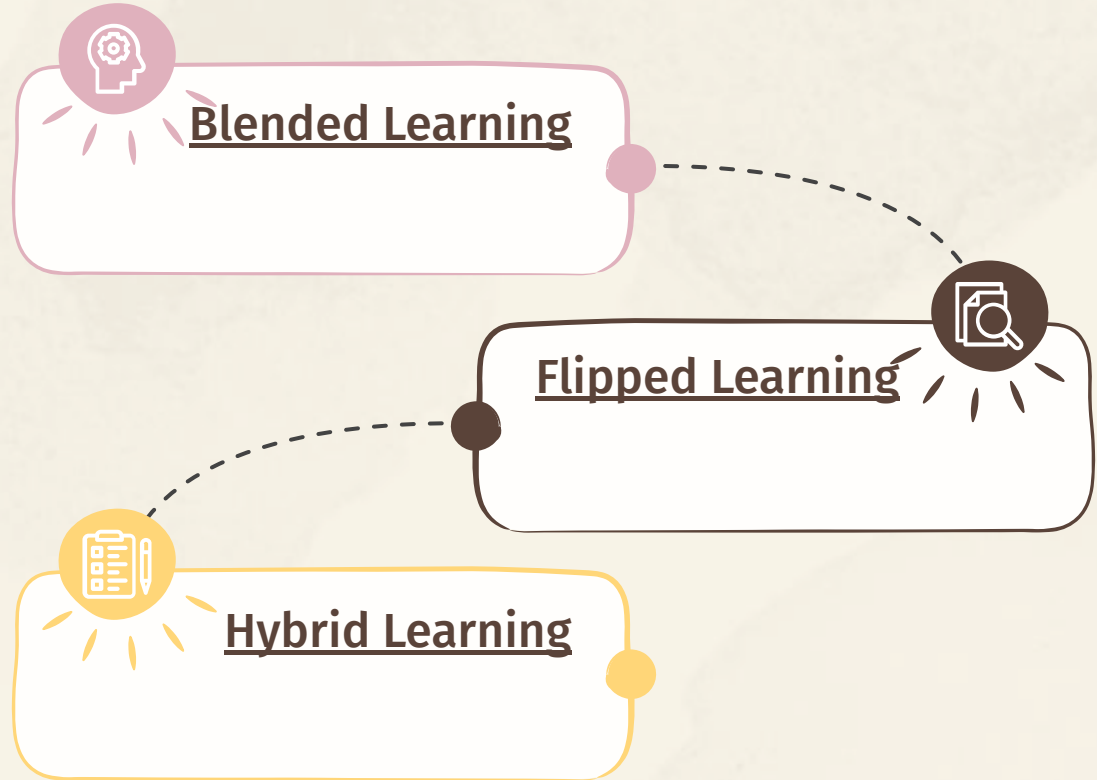
Learning Outcome What should your students be able to do?	Assessment How will you assess whether your students have achieved the Learning Outcome?		Teaching and Learning Activities What activity will help your students achieve the learning outcome?	
	Formative (provides feedback so students can improve their learning)	Summative (provides a grade to a student)	Out of Class (Online/Offline) (means in the LMS or by means of some other web-based tool or course work outside of class time)	Inclass (in the classroom)

Let's do it!



Lesson Plan Templates

These are lesson plans templates that you can adapt and customize if required



**Design is not how it looks or feels,
but how it WORKS**

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