

# **Instructional Design:** The Art of Looking Ahead and Thinking for the learner

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# Outline

- Why do schools fail?
- What you need to design ICT-enhanced lessons?
- How to design lessons?

# Instructional Design

- Is a process of planning everything that a learner will see, here, taste, smell, do, etc.

# Why do schools fail?

- Teachers have limited Content Knowledge
- Teaching is aimed at information acquisition and grades but not understanding
- Focused on what Teacher wants to teach not what students need to learn
- Rigid curriculum /text book driven
- Limited ICT access and skills
- Lacks imagination and motivation

# MUSTs

- Competence in subject matter
  - Relevant ICT skills
  - Relevant instructional models
  - Know your audience
- 
- Key: FIT to the level of the intended learner

# **How to design Instructions**

# Ride a Bicycle



**WE GO TOGETHER**

Marc Jacobs's spring collection is a hodgepodge of ideas—Broadway, hip plaid happy Perry Ellis days, Americana—that mesh perfectly, you name it. All by Marc Jacobs. Sleeveless top (\$275), tweed corset (\$1,800), and loaf lace-up skirt (\$870). Tweed jacket (\$1,100), plaid tank (\$425), and wrap skirt (\$895). All at Marc Jacobs, NYC. Fashion Editor, Grace Coddington.







helmet

handlebar

handlebar grip

seat tube

solid rear wheel

www.visualdictionaryonline.com





# BICYCLE







 ADAM.







# How to design lessons

- Start with the outputs
- List all learnings needed to complete the outputs
- Group and arrange topics
- Choose supporting media
- Choose supporting activities
- Make your evaluation tool

# Lesson Outputs

- Projects
- Presentations
- Proofs
- Artifacts
  
- **PAPER REPORT**

# Learnings

- Explain
- Apply
- Compare
  
- **MEMORIZE**

# Topic groups and Sequence

- Groups and sub groups
- Topics and sub topics
- Prerequisite learning

# Supporting Media

- Pictures vs Illustrations
- Video vs Animations
- Simulations
- Demonstrations
- **DEFINITIONS**

# Supporting Activities

- Hands-on
- Try outs
- Drills
- Experiments
- Simulators
- Blogs
- **RECITATIONS, Take home assignment**

# Evaluation Tools

- Oral Presentation
- Project/performance Rubrics
- Self-assessment / Peer evaluation
- Expert Panel
- **QUIZ** – multiple choice, t/f, enumerate, fill-in,

# Instructional Design

- Is a process of planning everything that a learner will see, here, taste, smell, do, etc.

## **In summary**

- Instructional Design is an ART.
- It is planning for the learner.. not for the teacher.

**end**