Instruction Design Concepts

Overall Design Guidelines

1. Lessons will be designed using David Merrill's 4 Lesson Types:

    1) Info Lesson

    2) Kinds Of Lesson

    3) Parts Of Lesson

    4) How To Lesson

2. Lesson will address the needs of the three types of learners:

    1) Auditory (provide audio tracks for each lesson)

    2) Visual (provide readings and graphics)

    3) Physical (provide opportunities for interaction)

3. Lesson will include 3 methods of motivation:

    1) Self determination (use *explore* menus, anytime, anywhere)

    2) Competence (use problem solving, student presentations, assessments)

    3) Affiliation (peer-to-peer, mentoring, using Bulletin Boards, Chat and email)

4. Graphics / animations should be used to enhance the message, not just for show. Focus on the content, not the technology.

Specific Guidelines

1. Include an Orientation chapter. Learn to learn, specifying the importance of utilizing the different types of instruction (or all) and the importance of participation in the social activities.

2. Course should start with an Intro – Why are we here?

3. Use objectives and non-objectives at the start of each section,

4. Each section will start with a motivational intro, overview, hotwords and pretest.

5. Encourage users to participate by getting them to post summaries to student presentation areas.

6. Allow students to post their "electronic journals".

7. Course or modules should have a predetermined amount of time to complete.

8. Provide research papers to enhance instruction.

9. Use mentor to monitor chat, bulletin boards, emails.

10. Provide site maps – you are here

11. Ask students to post a question after each section

12. Use humor in the course

13. Create an online library

14. Imbed examples

15. At the end of each section ask student if they are ready to proceed.

16. At the end of each section, ask student to summarize their findings and post to the student presentation area.