

Instructional Design Walkthrough

An example of an online module

The ILT1020 Module

- <http://vcampus.uom.ac.mu/edtech>
- Username and password: gemstudent

Rationale of your module

- Why was it developed?
- What were the needs and demands for such a module
 - What is it aiming at?
 - What are the resources needed and whether they are available or not?

Aim and rationale of module

“To introduce an innovative edge in the University’s wide range of curricula by inculcating in our students the basic concepts of pedagogical design and engineering of e-learning courses. Many of our young graduates take up employment in the educational sector and their university experience is mainly based on the academic mastering of the subject matter. This module will help them in their future career as educators as well as keeping them up-to-date with the technological advances in education.”

Activity

- Try to write down the broad aim of one of the modules/courses you are currently teaching

Objectives v/s Outcomes

- A module's objective is never the same as a module's learning outcomes
- They are however, related.
- Objectives are what YOU try to achieve
- Learning outcomes are what you expect your students to 'know' at the end of the course

Module's Objectives

- Introduce our to-be graduates (aspiring teachers) to the field of educational technology with particular emphasis on e-learning.
- Provide the learners with knowledge of a range of technology tools that can be used to improve the teaching and learning process.
- Initiate the learners to simple instructional design and prototyping of computer-based learning modules.
- Develop the learner's ability to evaluate an e-learning module from a pedagogical, cognitive and human-computer interaction perspective.

Learning Outcomes

- Can be module specific and general learning outcomes.
- Module specific outcomes relate to skills or competencies the students need to develop
- General outcomes relate to abilities that student develop in relation to the learning environment – IT, learning skills etc

Activity

- Try to write down at least three (3) specific objectives of the module you teach. i.e. what are you trying to achieve with the learners

Learning Outcomes

- Can be in different domains of learning (1) Cognitive (2) Psychomotor and (3) Affective.
- Cognitive learning is the major form of learning in most educational systems.
- Bloom's taxonomy helpful for writing learning outcomes.

Module Specific Learning Outcomes

Cognitive (Thinking) Skills

- Describe the various benefits and drawbacks of introducing technology in the teaching and learning process.
- Describe the different technology-based tools that can be used to support the teaching and learning process.
- Understand the concept of instructional design as applied to e-learning environments.
- Analyse how technology can be used to provide pedagogical support to students in different scenarios.
- Evaluate e-learning environments from a pedagogical and human-computer interaction perspective.

Module's Specific Learning Outcomes

Psychomotor (Practical) Skills

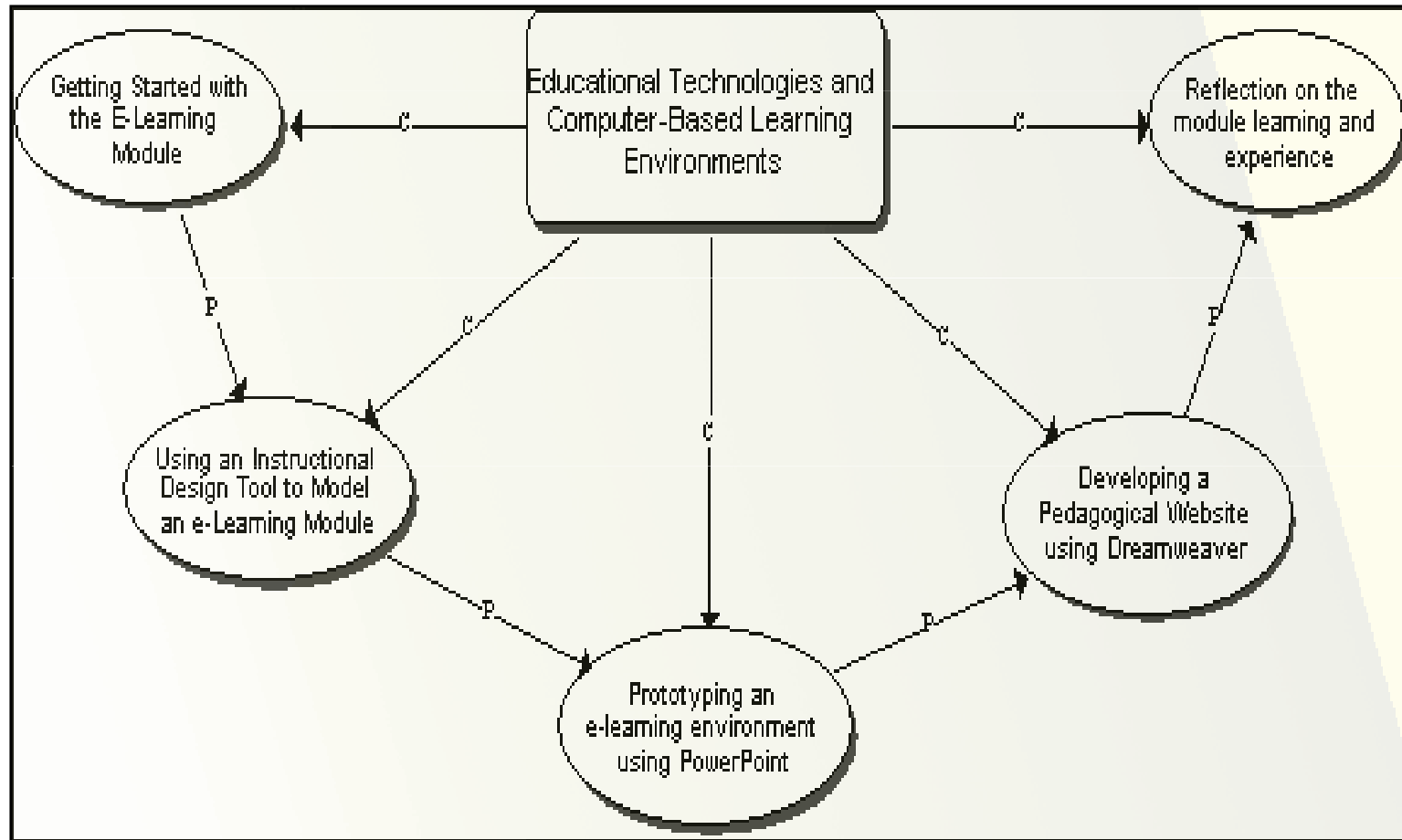
- Model an e-learning module using an Instructional Design Tool.
- Design an e-learning module prototype using a simple tool like Microsoft Powerpoint
- Implement a simple website based on the prototype e-learning environment.

General Learning Skills

Information Technology Skills

- Communicate through email and online forum systems
- Use of presentation and web-editing software like Microsoft PowerPoint and Macromedia Dreamweaver
- Knowledge of the Internet and use of simple search engines like Google
- Use simple techniques of file compression like Winzip to reduce file size
- Work with different file formats (JPEG, GIF, PDF)

Activity-based Structure



Activity

- Write down 3 specific module related learning outcomes and 3 general learning outcomes for any subject of your choice.

Components of the module

- A Study Guide (printed and online version)
- A Collection of Articles/Materials for Reading Purposes
- Tutorial on Microsoft PowerPoint and Macromedia Dreamweaver
- Module Website/CD-ROM
- Online Structured Discussion Forums
- Tutorial on Computer Configuration for effective e-Learning

Things to remember

- Designing ODL/e-learning courseware is NOT an individual activity!!
- It is a team work.
- Everyone has its share of the work – the content expert, instructional designer, visual communication designer, technical support etc.....

Assessment

- As part of the planning phase, you need to be clear about the way you want to assess your students!!!
- Activity-based learning put a lot on emphasis on continuous assessment. In the example of this module 60% is related to activities & 40 % to exams

Critique of Assessment

- Written exams are no longer the way forward!!
- They deal with mainly cognitive skills
- Activities (learning) that are authentic deal with competencies acquired!
- But issues are quality & academic honesty and plagiarism etc

Activity planning

- It is important for good planning in the activity/mini-project you give.
- There need to have good estimation of time required for students, resources they would need, clear guidelines, (measurable) learning outcomes and a calendar of activities etc....
- Individual or collaborative or both??

A tentative activity template

- Activity Name
- Aim
- Duration of the activity
- Overview of the activity
- Learning Outcomes
- Activity Plan
- Stepwise instructions

First Activity

- Crucial in an e-learning environment
- Students are given time to familiarize themselves with the learning environment, learning tools, support tools etc.
- They will be ease when they have a clear 'mindmap' of the learning environment in their heads.

How do we know what the students are up to after 1st week....

- The discussion forum is a very helpful tool in e-learning.
- Students are required to post their comments on the first activity on the forum so the facilitator can 'diagnose' early signs of problems.
- Alternative to the forum, a shared learning journal can be used which the facilitator has access to.

Knowledge acquisition – Application – Sharing and Reflection

- Acquisition – resources for reading, practice, tutorials etc.....
- Application – using a tool to ‘do’ something
- Sharing and reflection – discussion that takes place on the forum for each activity.

Discussion Forum

- As a major learner support tool for online learning (others are email, chats, learning journals etc....)
- Can be a useful knowledge sharing and creation tool (new knowledge generated from discussions)
- Accommodates learners with different learning styles.
- A forum for each activity