1. Dick and Carey Design Model

The Dick and Carey (1996) uses a systems approach for designing instruction

- starts by identifying instructional goals
- ends with summative evaluation
- focuses on specific objectives
- similar to that of software engineering

2. Hannafin and Peck Design Model

The Hannafin Peck (1987) a three phase process

Phase 1: perform a needs assessment
Phase 2: design
Phase 3: develop and implement instruction

N.B. All the phases involve a process of evaluation and revision.

3. Knirk and Gustafson Design Model

The Knirk and Gustafson (1986) – a three stage process

Stage 1: identify the problem and set instructional goals
Stage 2: design- develop objectives, set instructional objectives and specify strategies
Stage 3: develop materials

N.B. this can be used for individual lessons or units Focus on evaluation and development seems to come late in the process

4. Kemp Design Model

The Kemp (1994) – holistic approach to instructional design.

- Includes all factors in the learning environment – subject analysis, learner characteristics, learning objectives, teaching activities, resources (computers, books, etc.), support services and evaluation
- Focuses on
  - learner needs so the process is constantly under revision (iterative)
  - content analysis
  - support
  - service

N.B. this model can also be used for individual lessons