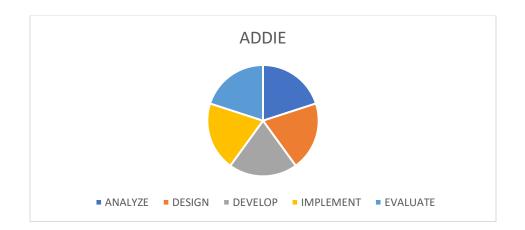
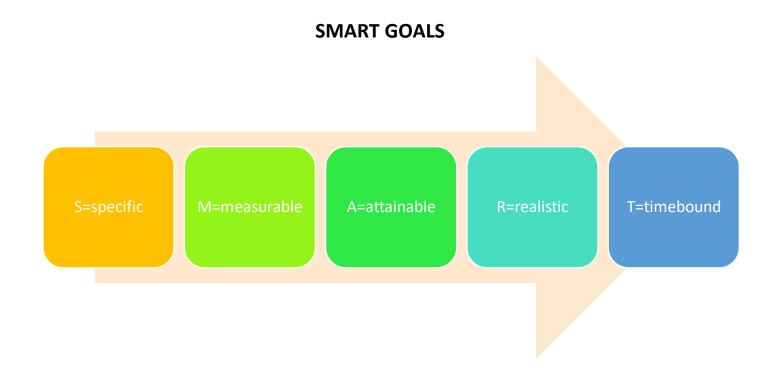
ADDIE INSTRUCTIONAL DESIGN MODEL

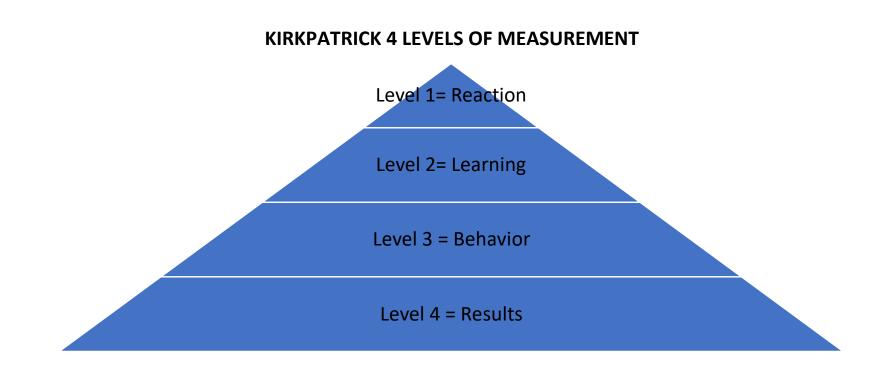


ANALYZE	DESIGN	DEVELOP	IMPLEMENT	EVALUATE
Analyze instructional goals, target audience and required resources (Survey Monkey and Office 365 are great resources	Design a learning solution that aligns objectives and strategies with instructional goals (adhere to the Adult Learning Theory and Learning Styles	Develop learning resources, validate and revised drafts practice with a Dry Run	Implement the content, continually assess and gauge the audience for participation and understanding	Evaluate the quality of learning resources and begin using Kirkpatrick ROI/Step 1 the Evaluation process



SMART GOALS FOR INSTRUCTIONAL DESIGNERS

SPECIFIC	MEASURABLE	ATTAINABLE	REALISTIC	TIME BOUND
Provide a clear description with what needs to be achieved in the training event	Include a metric (quantifiable data) that indicates success (Level 2 Kirkpatrick/Pre-Post Assessment or Pre- work Before and/or After Class. Including a Ticket Out the Door	Start with the end in mind. Ask yourself – what is my goal with this training session? What do I hope to achieve and what are the end results?	Keep the goals in mind for yourself during development and be realistic with yourself too.	Set a due date of when you plan to complete the project.



KIRKPATRICK RETURN ON INVESTMENT (ROI)

Level 1	Level 2	Level 3	Level 4
Reaction - Evaluation	Learning – Pre/Post Assessment/Pre Work and Post Work	Behavior – Did the learning Transfer to the Job	Results/ROI Was it worth the delivery? Was it more costly or less costly with the outcomes, benefits and final results?

BLOOMS TAXONOMY

Objectives Use Actions Verbs and Demonstrate Lower Order of Thinking to Higher Order of Thinking



EXAMPLE FOR WRITING OBJECTIVES FOR A COMMUNICATION CLASS

- <u>Define</u> Communication
- <u>Compare</u> Good and Bad Communication Techniques
- <u>Relate</u> Effective Communication to High Performance
- <u>Categorize</u> Types of Communication
- <u>Plan New Team Communication Methods</u>
- Roleplay in a Professional Communication Scenario