

Name _____ Period _____

Design Worksheet 13

LESSON STRATEGY (Objectives and Sequence of Events)

This is the main design “blueprint” document. It describes how you plan to design your multimedia lesson or instructional project. You will follow it to create the actual multimedia materials listed in the plan to reach your learning objectives. This page gives you some ideas of what you can write into the boxes on the next page. Please adapt this form to the size of project you are planning.

Make more copies of this worksheet so that you have a form for each objective that you are designing for.

Project Title _____

There are many kinds of events of learning. Not all events and strategies for learning are included in each lesson. What you choose to do depends on the content topics, your objectives, and what suits the learners. The creative part of design happens as you brainstorm to find something appropriate. **Some suggestions for lesson strategies and events to consider in your plan:**

- **Pre-instructional events** help focus on the overview of your topic. They set up all the events that follow.
 - a. **Gain attention.** Can be motivational. State a problem to solve. A dramatic statement or question. Show a real object, a model, a video. **Use actions** (a demonstration, a song, quotation, a survey of learner’s opinions, some gimmick or unexpected event).
 - b. **Tell or show what is expected** (the objectives)
 - c. **Remind them of things they already know about the new topic or task.** Make a bridge to your message & the learners’ experience.

- **Instructional events** (decide how much to do with students and in what sequence). Decide the scope of each activity. Sequence the events.
 - **Present new knowledge, skills, and attitudes.** Work with only 3- 5 key messages or new steps in each lesson.
 - **Provide guided learning** (interactive), such as: practice, examples, nonexamples, embedded assessment, questions and answers, analogies, demonstrations, presentations, discussions, interviews, games, role playing, scavenger hunts, and application exercises. Give frequent examples to help them visualize what you mean. Give tips and summaries often.

- **Follow-through events**
 - **Summarize learning points** (use a dramatic statement that sums up your key messages, a verbal / visual link back to beginning events)
 - **Final lesson assessment** (students will act and respond to quizzes, questions, problems to solve, projects and worksheets to complete)

Approved by _____ Date _____

Approved by _____ Date _____

Learning Objective(s) (or goal of the instruction in your project)

Required Equipment for delivery system & other Materials/props

Intended Location (to use it for learning)

Instructional Procedure

Multimedia Type(s) used in project

	Main Topics	Questions, Demonstrations & Points of Information	Media Use
Attention Getting Events			
Instructional Events	1. 2. 3.		
Follow-through Events			

Performance Criteria: (What will students be able to do after they use your instruction? What exercise/ quiz / interaction / homework?) _____