

Name _____ Period _____

Develop Worksheet 17

LESSON PROTOTYPE

1. Check all those required for your project **when you complete them** for your prototype:

- Produce Media:** Graphics Sound Video Text Media Log
Copyright check: Graphics Sound Video Text
Treatments: Theme/Motif Setting Color scheme Pacing Tone
Content pieces: Menus Learner Activities Script Test items Instructions
Management: Hard drive file structure Backup system Project notes
Navigation: Buttons work Links work Site map EXIT button works
Language check: Spell check the text Grammar OK Easy to understand

URL or Path to Project: _____ for others to use

2. Author all the parts of the project. Put the course content into an attractive screen layout with good interactivity.

3. Record the test results when your own project team tries out your lesson prototype:

1. Number of learners successfully completing the project prototype: _____
2. Pre- and post-test scores (if your evaluation project plan collects these from your project testing):

Learner Number	1	2	3	4	5
Pre-test score					
Post-test score					

NOTE: Testing types you can do: Fill-in-the-blank, story problem, word answer, true/false, or multiple choice.

3. Learner experiences and attitudes toward **delivery system, navigation, links, and interaction:**

Positive	Negative
Revision recommendations:	

4. Learner experiences with, and attitudes toward, **the instructional materials** in your project:

Positive	Negative
Revision recommendations:	

5. Learner experiences and attitudes toward **objectives, lesson flow and options**, and **how you assess them**.

Positive	Negative
Revision recommendations:	

Suggestions for other improvements:

1. _____
2. _____
3. _____

Revision recommendations to do before you develop the entire project:

1. _____
2. _____
3. _____
4. _____
5. _____

APPROVALS for a completed prototype lesson:

(M.M. teacher) _____ Date _____

(Project team) _____, _____, _____, _____

(Subject matter teacher) _____ Date _____