Designing Interactive Online Learning: Your Turn -- Design Project

It's time to work on your own design project. Respond to the questions below and expect to receive feedback from your peers during the next Live Event.

Your Design Project's name: _____

1. What are the learning objectives?
2. Which category is each learning objective (knowledge, skill, attitude)?
3. What's the "best" way for people to learn each one?
4. Which topics could be learned on their own? Which ones do they need to be together for?
5. What order/sequence do the topics need to be learned?
6. How can you incorporate the five principles of engagement into your design?
7. What other factors do you need to consider for this program?

Use the space below, and additional sheets if necessary, to respond to the questions above.