

## Learning is change

Teaching is taken to mean a set of activities that makes learning possible....





## **Building Instruction**

Objectives

Outcomes

Competencies

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**Competencies, Outcomes, Objectives** 

What events do you anticipate during the course that might call for

What would be useful to know about this specific learner population and how would that information help you to determine how to more effectively reach

What would you like to review and learn about the course content to help you

accommodation on your part and what do you need to do?

plan? (These are learning and/or) instructional design issues)

What do they need to know? How can we effectively define it? What are the possible issues?

your goals?

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## Program Level ....on the web site

Why do we assess & evaluate?



**Competencies, Outcomes, Objectives** 

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undergraduate business & communications majors

## Course Level....on the syllabus



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## **Course Level**



public speaking course in a blended format

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Activities & Assessments

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## Lesson Level



Researching & preparing an informative speech How do we develop competent assessments?

**The ID Grid** I= Introduce R =Reinforce E=Emphasize D=Demonstrate

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#### Program Level

Learning Objectives/ Outcomes	ITM600	ITM605	ITM610	ITM615	
<ol> <li>Evaluate the foundation of instructional design principles, methods, and techniques.</li> </ol>	I, R, E, D	I,R,E,D	R	E,D	
<ol> <li>Understand adult learning theory as it relates an increasingly global workforce.</li> </ol>	R, E, D	E, D	R	E, D	
<ol> <li>Evaluate software, applications, programs, and methods in the context of the corporate training environment.</li> </ol>			I,R,E,D	I,R,E,D	
<ol> <li>Design, build, and implement e- learning modules and teach online classes geared to a corporate, organizational or government global workforce.</li> </ol>				I,R,E,D	
I= Introduce, R =Reinforce, E=Emphasize, D=Demonstrate					

#### ITM615 Course Level

Learning Objectives/ Outcomes	Unit 1	Unit 2	Unit 3	Unit 4	
<ol> <li>Identify best practices in visual design for learning with technologies.</li> </ol>	I, R	I,R,E,D	R	I,RE,D	
<ol> <li>Beaware of a variety of tools and technologies and compare and contrast the strengths and weaknesses.</li> </ol>		I,R,E,D	R	E, D	
3. Identify basic web and cloud technologies, usability and the interface			I,R,E,D	I,R,E,D	
<ol> <li>Design slides for live and virtual presentations and training sessions</li> </ol>	I,R,E,D	I,R,E,D	I,R,E,D	I,R,E,D	
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### **Classroom Assessment Techniques**



CATS..... Just pick one!

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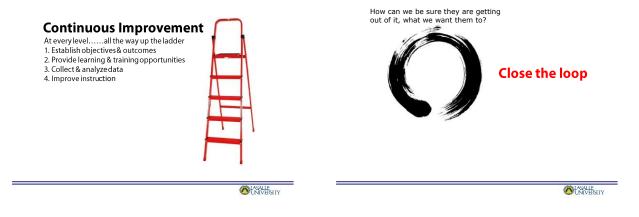
#### How can we be sure students won't cheat? Multidimensional Assessment



Knowledge

Skills

Attitudes



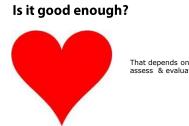


**Document it!** 

## **Results must be used to make it better!**



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That depends on how you assess & evaluate it!

#### **Competencies, Outcomes, Objectives**

Program: 1. 2. 3. Course: 1. 2. 3. Lesson: 1. 2. 3.

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# **Questions ?**

What is instruction?

Why do we assess & evaluate?

How do we develop competent assessments?

How can we be sure students won't cheat?

How can we be sure they are getting out of it, what we want them to?