

Do you design learning experiences for training rooms, online or onsite? You need quality materials and an engaging learning process, shaped by the best tools and theory of instructional design.

In this one-day course, you'll learn how to analyse your context and engage adult learners in the light of adult learning principles, neuroscience and learner preferences

Learn the tools-of-the-trade that every instructional designer should know, and how to put those tools to work in instructional design models and training projects as you design for maximum retention and learning transfer.

- How to write learning outcomes
- Storyboarding
- Learning architecture
- Chunking and sequencing
- Spacing and pacing
- Exercises and feedback
- Visual and graphic design

If you're new to instructional design or in need of a refresher to keep your skills current, then this course will equip you with flexible guidelines for designing effective learning experiences.

Learning Outcomes

By the end of this course, you will be able to:

- ✓ Apply key principles of adult learning to instructional design
- ✓ Identify the different types of cognitive load and design to manage them
- ✓ Use different storyboarding techniques to organise content for optimum results
- ✓ Describe the role of different learning architectures
- ✓ Apply basic visual design principles that genuinely facilitate learning
- ✓ Identify and articulate precise learning outcomes
- ✓ Build feedback mechanisms into your design
- ✓ Design to facilitate memory

You should attend this course if you want to:

- ✓ More effectively engage adult earners
- ✓ Produce higher quality learning resources
- ✓ Design learning processes that increase retention
- ✓ Put together learning programs more quickly
- ✓ Shift careers into instructional design
- ✓ Create eye-catching course materials

Australian Institute of Training and Development

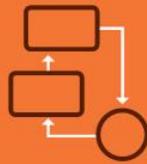
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Instructional Design



Course outline

1. Context

- Adult learning principles
- Impact of neuroscience - cognitive load, attention, connection, memory
- Learner preferences and engaging the senses

2. Tools

- Chunking and sequencing
- Storyboarding
- Spacing and pacing
- Learning architecture
- Creating Connections
- Exercises and feedback

3. Process

- Introducing ADDIE (and SAM and AGILE)
- Performance gap
- Start with the end in mind
- Design for the content and environment

4. Design

- The 4 key principles of graphic design
- Visual design for slides and materials
- Design for retention and application
- Review and action plans

Who is this program for?

- ✓ Instructional designers
- ✓ Professional trainers
- ✓ Training manual writers
- ✓ E-Learning designers
- ✓ Teachers
- ✓ Career changers
- ✓ Trainers or L & D professionals looking to more effectively design learning experiences

In house?

Courses run in your organisation, when you need it, where you need it

Our experienced trainers will work with you to customise the experience for the best outcomes for your team and business.

Course Fees

- Member \$495
- Non-Member \$660

Registration

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