

USER Instructional Design Method

Booth, C. (2011). *Reflective teaching, effective learning: Instructional literacy for library educators*. Chicago, IL: American Library Association.

Understand

- a. What's the problem that instruction will solve?
- b. What do I know about the context? What do the students need to know? What tools do I already have?

Structure

- c. What are my goals and objectives?
- d. What's in it for the learner? How is this meaningful and relevant?

Engage

- e. What are the messages and objects I need to create? How can PAT help?
- f. Am I using Gagné's Events of Instruction?

Reflect

- g. Were my targets met?
- h. What do I need to keep? What should I re-structure?

Gagne's Nine Events of Instruction

1. Gain attention.
2. Inform learner of objectives.
3. Stimulate recall of prior learning.
4. Present stimulus material.
5. Provide learner guidance.
6. Elicit performance.
7. Provide feedback.
8. Assess performance.
9. Enhance retention transfer.

Principles	Actions	Tools
Selection	Repetition	Type
Organization	Proximity	Color
Integration	Alignment	Shape
	Contrast	Depth
		Space

See: Gagné, R. M. (2005). *Principles of instructional design* (5th ed.). Belmont, CA: Thomson/Wadsworth