**Improving Our Practice Together**

**Intended Learning Experience**

Design a sequence of learning activities that foster student engagement and choice in products / projects that demonstrate student learning.

**Tools Used**

* Web link to Gagne’s 9 events to guide design
* Post It Notes
* 11 x 17 paper

**Workflow for Using the Tool(s) and Sharing It with Students**

* Review course description and outcomes
* Design assignments and map them to outcomes and timeframe
* Considered texts / resources
* Considered “lecture” content and student responses
* Considered how to students could demonstrate their learning and work collaboratively
* Map activities and look for flow and variety
* Edit activities (tasks, readings, blog posts, etc.) against Gagne and other experiences with online or blended

**Support for Use**

I am comfortable with this process and have done a number of workshops using it.

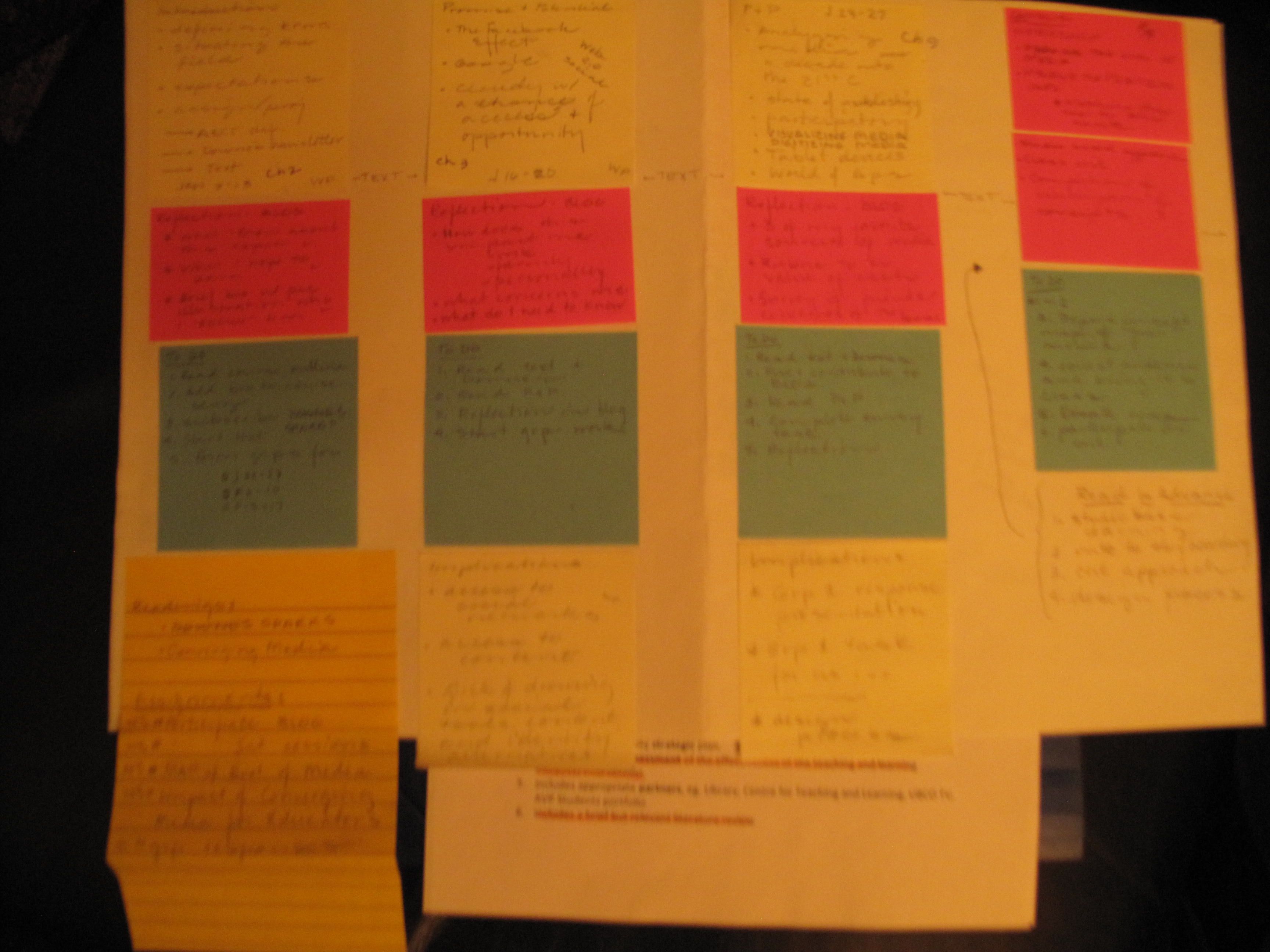
Gagne’s nine events are as follows (<http://www.icels-educators-for-learning.ca/index.php?option=com_content&view=article&id=54&Itemid=73>)

* Gaining Attention
* Informing Learners of the Objective
* Stimulating Recall of Prior Learning
* Presenting the Stimulus
* Providing Learning Guidance
* Eliciting Performance
* Providing Feedback
* Assessing Performance
* Enhancing Retention and Transfer

Activities (examples of demonstration of learning options)

* Instant messaging, multiple varieties
* <http://www.tiki-toki.com/>
* <http://www.dipity.com/>
* <http://www.zentation.com/>
* Prezi - <http://prezi.com/>
* Voice Thread - <http://voicethread.com/>
* Camtasia - <http://www.techsmith.com/camtasia.html>

**Example**



**Tips**

Mapping the course out to “see” repetition and variety of activities really helps with flow and interaction. It also allows for course revision based on student feedback / evaluation.

**Emerging questions / ideas I have gained**

How might I use new and emerging social software and tools to enhance student engagement – academic, social, and intellectual.

**Your Name and the Course In Which You Used This Experience**

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**Tags / Keywords**

Instructional design to encourage interaction and engagement