

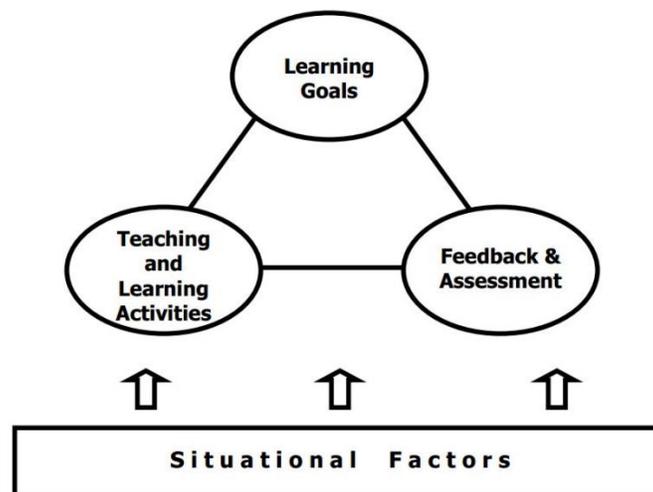
Course Design Models

Below are the most common models for course design:

1. **Backward Design.** A model suggesting a backward planning sequence for curriculum, starting with the results that we want to reach. The Backward Design contains three stages:
 - a. Identifying the desired results
 - b. Determining acceptable levels of evidence that support that the desired results have been reached
 - c. Planning learning experiences and gathering instructional material that help us reach our desired results

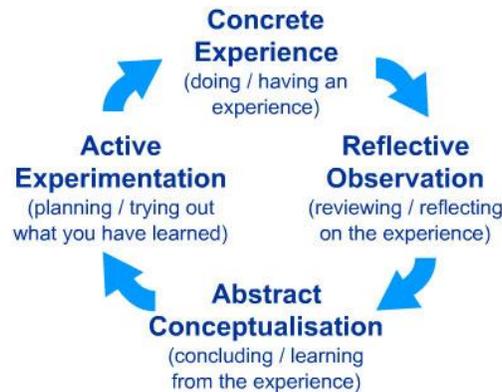
Reference: Wiggins, G., and McTighe, J. (2005). *Understanding by Design* (2nd ed.) Alexandria, VA: Association for Supervision and Curriculum Development.

2. **Fink's Integrated Course Design:** What is distinctive about this model is that the components have been put together in a way that reveals and emphasizes their inter-relatedness. Otherwise, the basic components of the model are the same as those found in other models of instructional design:
 - a. analyze the situational factors
 - b. formulate the learning goals
 - c. design the feedback and assessment procedures
 - d. select the teaching/learning activities



Reference: A copyright-free version can be found at:
<https://www.deefinkandassociates.com/GuidetoCourseDesignAug05.pdf>

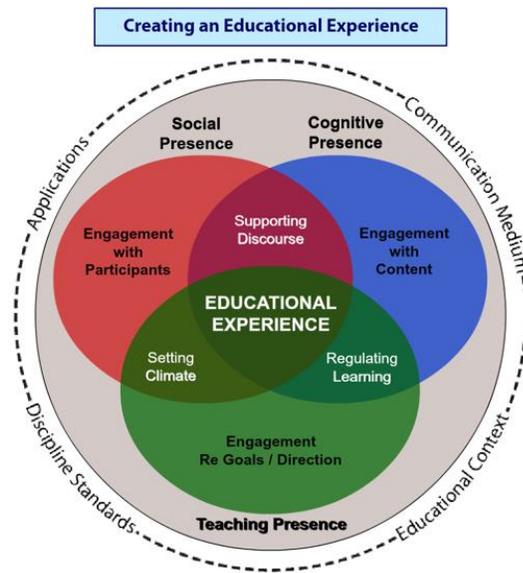
- 3. Kolb's Experiential Learning Cycle:** A learning theory represented by a four-stage learning cycle in which the learner 'touches all the bases':
- concrete experience (doing/having an experience)
 - reflective observation (reviewing/reflecting on the experience)
 - abstract conceptualization (reflection gives rise to a new idea, or a modification of an existing abstract concept)
 - active experimentation (planning/trying out what you have learned in the real world)



Reference: Kolb, D. A., Boyatzis, R. E., & Mainemelis, C. (2001). Experiential learning theory: Previous research and new directions. *Perspectives on thinking, learning, and cognitive styles, 1*(2001), 227-247.

Critique: <http://reviewing.co.uk/research/experiential.learning.htm#axzz4biysVYSM>

- 4. Community of Inquiry (CoI) Framework.** A framework which represents a process of creating a deep and meaningful (collaborative-constructivist) learning experience through the development of three interdependent elements:
- Social presence: establishing a supportive learning community
 - Cognitive presence: design and development of instructional materials in a way that enables students to construct meaning through related reflection, discourse and sustained communication
 - Teaching presence: The design, facilitation, and direction of cognitive and social processes for the purpose of realizing personally meaningful and educational worthwhile learning outcomes.



Reference: Garrison, D. R., Anderson, T., & Archer, W. (2001). Critical thinking, cognitive presence, and computer conferencing in distance education. *American Journal of distance education*, 15(1), 7-23.

- 5. Connection-Engagement-Empowerment (CEE).** A recent model designed to support a student-centered approach to teaching and learning. It contains three parts:
- a. Connection: Faculty work to bridge students' prior knowledge to new information
 - b. Engagement: Multiple levels of engagement designed to promote understanding as opposed to promoting mere knowledge
 - c. Empowerment: Students' experiences culminate in increased confidence and taking responsibility for their own learning.

Reference: Yearwood, D., Cox, R., & Cassidy, A. (2016). Connection-engagement-empowerment: A course design model. *Transformative Dialogues: Teaching & Learning Journal*, 8(3), 1-15.

6. Purdue's Interactive Course Re/Design (ICD) Wheel:

- a. Review prerequisite and subsequent courses
- b. Identify student learning characteristics
- c. Identify learning outcomes
- d. Structure course components
- e. Identify learning model
- f. Develop instruments to evaluate students
- g. Develop and teach course
- h. Evaluate course

Reference: <https://tinyurl.com/mhkv588>