Course Design Models

Below are the most commons 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


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 interrelatedness. 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’:
   a. concrete experience (doing/having an experience)
   b. reflective observation (reviewing/reflecting on the experience)
   c. abstract conceptualization (reflection gives rise to a new idea, or a modification of an existing abstract concept)
   d. active experimentation (planning/trying out what you have learned in the real world)

Critique: [http://reviewing.co.uk/research/experiential.learning.htm#axzz4biysVYSM](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:
   a. Social presence: establishing a supportive learning community  
   b. Cognitive presence: design and development of instructional materials in a way that enables students to construct meaning through related reflection, discourse and sustained communication  
   c. Teaching presence: The design, facilitation, and direction of cognitive and social processes for the purpose of realizing personally meaningful and educational worthwhile learning outcomes.
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.


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/mhk588](https://tinyurl.com/mhk588)

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