# Instructional Design / Web Design Project

For this project, we will have two goals:

- 1. Use the ADDIE Model of Instructional Design to create a rough lesson plan based on an Academic Standard of your choice, using the type of learning you are currently investigating.
- 2. Create a Web-based page/site to aid in the facilitation of the above lesson.

#### <u>Instructional Design Portion of the Project</u>

As stated above, you will use the ADDIE Model of Instructional Design to create a rough lesson plan based on the Academic Standard of your Choice, using the type of learning you are currently investigating.

As a reminder, the groups are as follows:

Inquiry-Based Learning	Project-Based Learning	Problem-Based Learning
Lavina	Zach	Blake
Rachel	Jesse	Emma
Matt	Josie	Erich
	Jake	Rochelle

See the next page for the steps we will follow in the ADDIE Model. You can also use the guided notes/worksheet which will be provided in class.

# The ADDIE Model:

Analyze	<ul> <li>Who are the learners (age, content areayou do not have specifics, so it is ok to be a little general)</li> <li>What are the desired learning outcomes? (What are you teaching, what should they be able to do after this class/module?)</li> </ul>
	<ul> <li>What are the potential learning constraints? (not enough computers, time limitations, budget, etc.)</li> <li>How can the instruction be delivered?</li> <li>What teaching strategies can be used? (You should indicate the type of learning you are exploring)</li> </ul>
	<ul> <li>What learning theories apply to this instance of instruction?</li> </ul>
Design	<ul> <li>Plan your instruction – What are the steps that will be followed? What instruments will you need? (Formative/Summative assessments, web pages, resources, etc.)</li> <li>This will be your rough "Lesson Plan" creation step</li> <li>You should include the Instructional Web Site you will be creating.</li> <li>You may want to create a "Paper Prototype" of your</li> </ul>
Davidan	webpage/site.
Develop	<ul> <li>In this instance, you would NORMALLY create and refine everything indicated in the Design phase that you select.</li> <li>For THIS project, we are going to DEVELOP the Instructional Web Site.</li> </ul>
Implement	In this step, the Instructional Designer typically trains those who will deliver the instruction. As such, we will be "training" a partner.
Evaluate	<ul> <li>In this instance, we will evaluate whether or not the web page/site we created meets the items explored in the Analysis phase.</li> </ul>

### Web Design Portion of the Project

As part of our Instructional Design Project, you will be designing and developing a webpage/site for your lesson. You will be using the software Adobe Dreamweaver (on all STC computers on campus, or downloadable for free through:

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IU Ware (<a href="http://iuware.iu.edu/">http://iuware.iu.edu/</a>)
IU Anyware (<a href="https://iuanyware.iu.edu/vpn/index.html">https://iuanyware.iu.edu/vpn/index.html</a>)
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As you build your page/site, I ask that you utilize both Graphical view (WYSIWYG) and Code view, to familiarize yourself with the HTML code.

During this portion of the project, I will be most interested in the following items:

- Use of HTML tags (bold, underlining, paragraph, lists, tables, titles, images)
- Use of HTML forms
- Ability to upload pages and resources to a web server (we will be using Mypage through IU: <a href="http://kb.iu.edu/data/alcr.html">http://kb.iu.edu/data/alcr.html</a>)
- Use of images, audio, or other multimedia files
- Maintenance of a logical file structure (folders)

As each web page/site will be different depending on the standard and approach to learning, the requirements of each will be different. Your instructor will give you personal feedback and guidance as needed.

There are many resources to learning HTML code:

Lynda.com (<a href="https://ittraining.iu.edu/lynda/">https://ittraining.iu.edu/lynda/</a>) - Free for IU Students. Code Academy (<a href="http://www.codecademy.com/tracks/htmlcss">http://www.codecademy.com/tracks/htmlcss</a>) - Free HTML Dog (<a href="http://htmldog.com/guides/htmlbeginner/">http://htmldog.com/guides/htmlbeginner/</a>)
UITS HTML Workshops and Materials (ittraining.iu.edu)

# <u>Timeline for the Project:</u>

- 11/8: Begin Project (Refresher on ID and ADDIE, overview of Project)
- 11/13: Instructional Design Workshop day
- 11/15: Instructional Design reviews / Begin HTML
- 11/16 11/25 : **Thanksgiving Break** do we want to have optional Online Sessions (with Adobe Connect?)
- 11/26: HTML polish, peer review
- 11/28: Peer review, Implementation, Evaluation
- 12/4: ID Plan, Webpage/site finalized, evaluation finished.