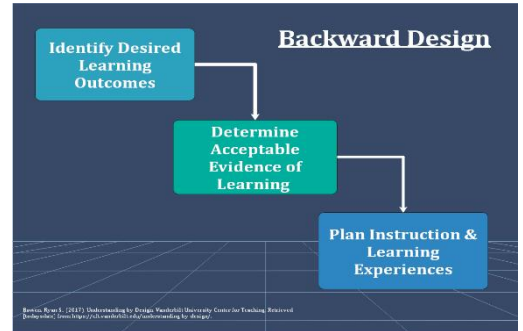


Best Practices in Instructional Design for Online Learning

Backward Design

Backward design is a basic three step process:

1. Start with the desired learning outcomes.
2. Determine how the students will show that they have learned.
3. Design the learning experience to match steps one and two.



Example:

Desired Learning Outcome: Describe the process of creating a law.

How Students Will Show Learning: Research the process of law creation and present findings.

Design the Learning Experience: Using the internet, students will find at least three resources that explore the process of creating laws. From these resources, students will use Google Slides to create a presentation of what they learned. Students will then be asked to view and comment on each others’ presentations.

To read more about backward design, check out the [Understanding by Design guide](#).¹

Universal Design for Learning

The basic principles of Universal Design for Learning surround access and equity. The goal is to “provide multiple means of engagement, representation, and action and expression” to all learners in a learning environment.²

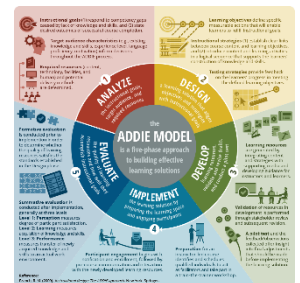
To explore more about universal design, [check out the UDL Guidelines](#) provided by CAST.

A.D.D.I.E.

A.D.D.I.E. stands for: **A**nalysis, **D**esign, **D**evelopment, **I**mplementation, and **E**valuation and represents the steps in the process of well thought out instructional design.

- Analyze goals, audience, and necessary resources.
- Design solution(s) that align with objectives and goals.
- Develop resources, draft, and pilot solution(s).
- Implement solution(s) and engage learners.
- Evaluate effectiveness of solution(s) in reaching objectives and goals.³

For more about using ADDIE in online learning, [check out this resource](#).



¹ Vanderbilt, 2017

² CAST, 2018

³ Obsidian, 2009