In the name of God



Rita Mojtahedzadeh, MD, MPH, PhD

Department of e-Learning in Medical Education, Virtual School, Tehran University of Medical Sciences, Second affiliated faculty member, Virtual University of Medical Sciences









What is the difference between

curriculum development and

instructional design?



Lesson plan

برنامه درسی

طراحی آموزشی

Course plan

برنامه آموزشی

Curriculum

طرح دوره

Instructional design

طرح درس



Terminology

Curriculum

برنامه آموزشي

برنامه درسی

كوريكولوم

Terminology



1

A specific degree

Curriculum

Meso level

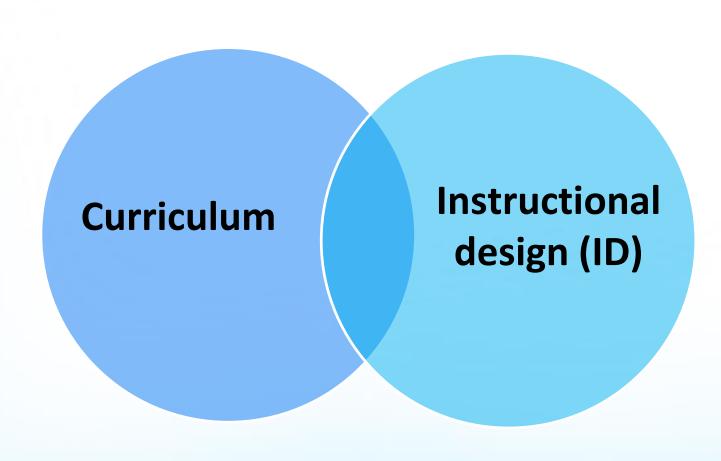
Macro level

A course

Micro level

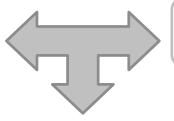
A lesson

2



2





Instructional design

Course plan

Lesson plan



If there is no approved curriculum, all elements are generated during ID process.





If there is no approved curriculum, all elements are generated during ID process.





If there is an approved curriculum, some ID steps are answered beforehand.

ID definition

Instructional Design is the process of determining:

who, what, when,

where, why and how

for teaching-learning process.

What about your project?

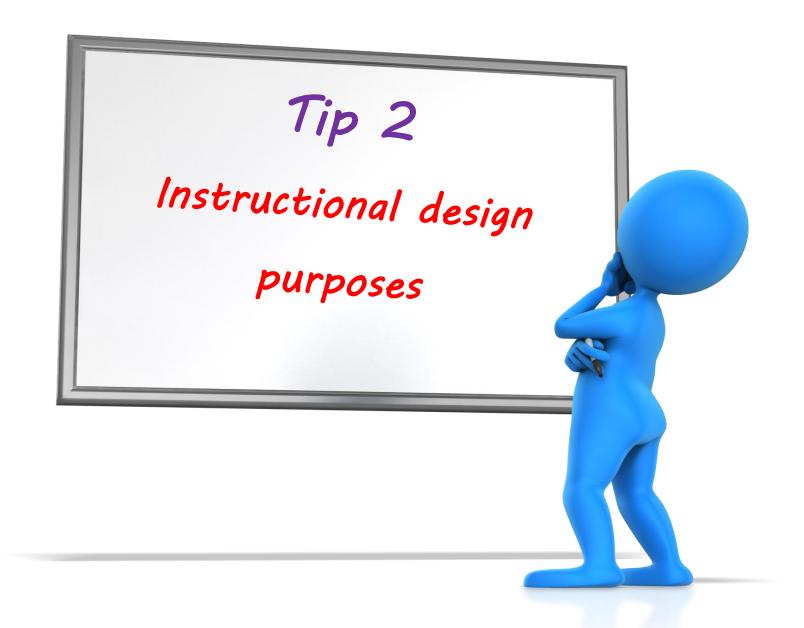


Which models are you going to use?

- 1. Curriculum development
- 2. Instructional design
- 3. No need to model







ID purposes

- 1 Teaching-learning design
- 2 Educational product design

3 Educational system design

What about your project?



What are you going to design?

- 1. Instruction
- 2. Educational product
- 3. System

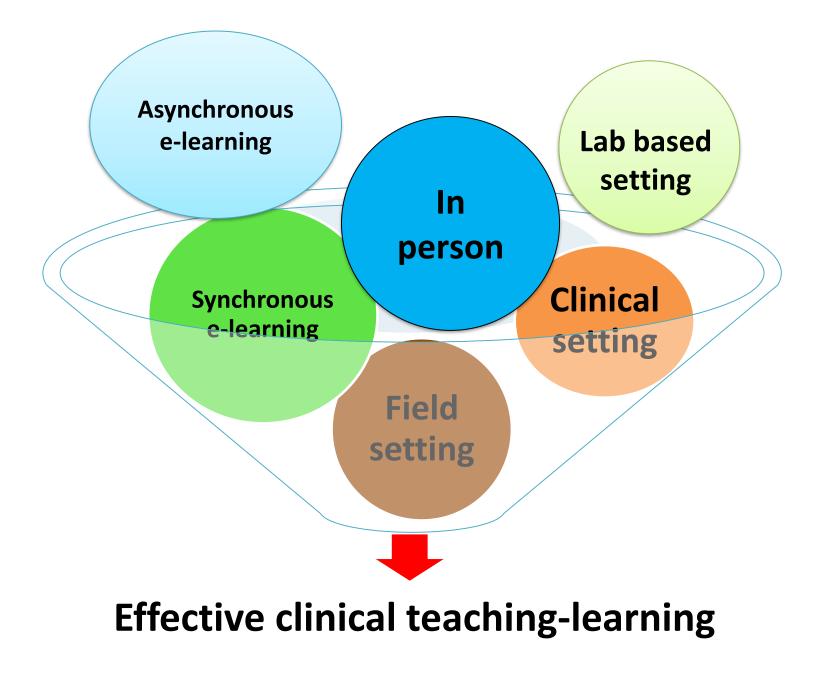


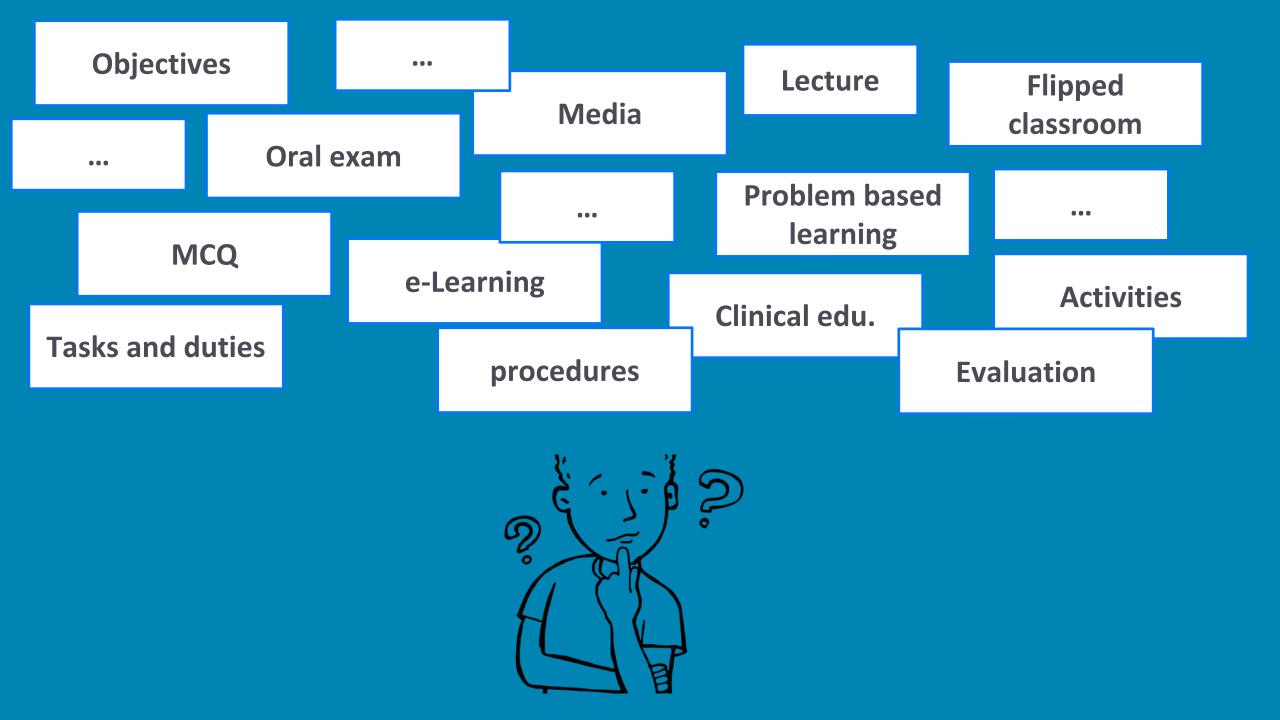


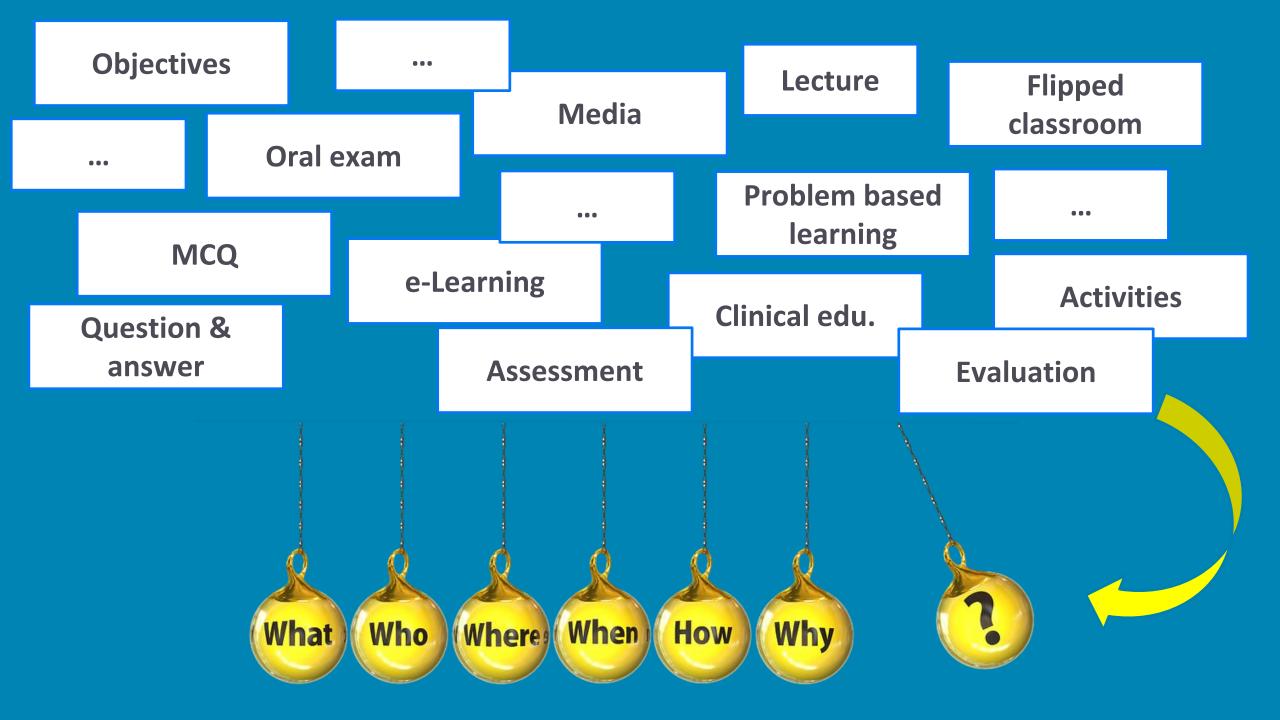


How to design a blended learning system for a clinical ward in Corona time?











Firstly,

Make sure you have understood the scenario correctly!





Step 1

Gather relevant information (rules, students, professors, curriculum, ...)



Step 2

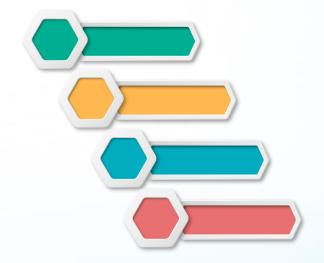
List "activities", "tasks" and "must knows" for your target students.



Step 3

Categorize them into four groups:

- Should be in person
- Better to be in person
- Could be in e-learning environment
- Better to be in e-learning environment



Step 4

Determine your tools and facilities (in person facilities, e-learning software, e-content development, and ...)



Step 5



Select appropriate setting for each category:

- Should be in person
- Better to be in person
- Could be in e-learning environment
- Better to be in e-learning environment

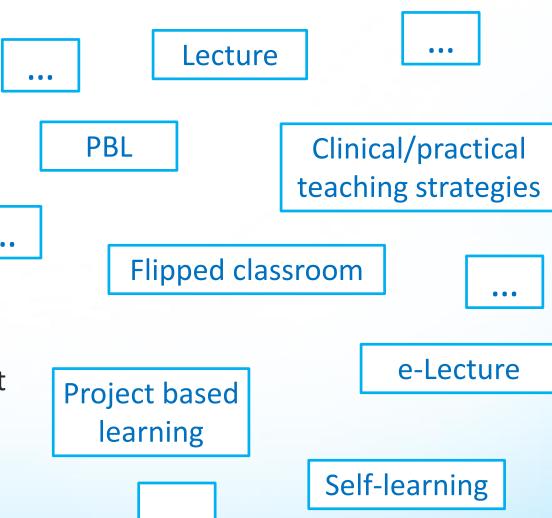
Class room, clinic, skill lab, laboratory, field and ...

Synchronous platforms, asynchronous platforms, social media and ...

Step 6

Select instructional strategies:

- Should be in person
- Better to be in person
- Could be in e-learning environment
- Better to be in e-learning environment



Step 7

Finalize all the elements of the design system, i.e.:

- Modalities sequence
- Contents and materials
- Time table
- Grouping
- Requirements
- •



Step 8

Plan students and program evaluation.



Step 9

Ask students' opinion on the program.



Step 10

Pay attention to other details, whenever necessary

(e.g. teacher training and ...)



A sample scenario in Corona time



- Target group: pre clerkship students
- Number in each rotation: 10
- •Ward: internal medicine

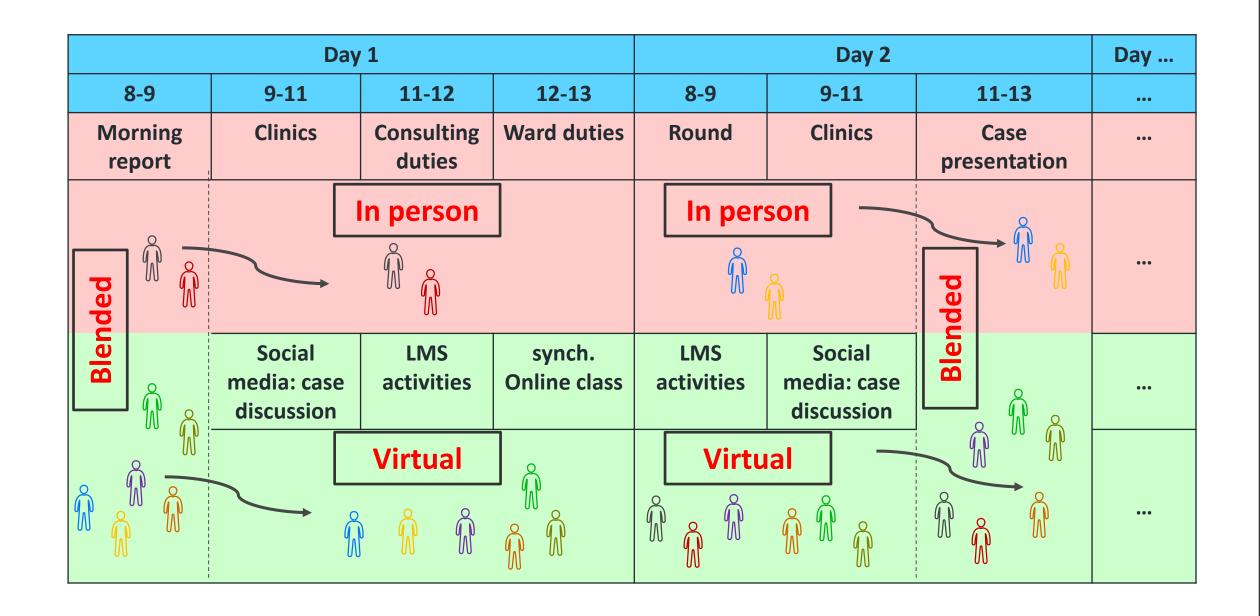
A sample scenario in Corona time

Virtual part

- Providing the facility to participate in activities like morning reports online
- Case discussion in social media or forums
- Multimedia e-content and micro assignments via LMS
- Collaborative virtual team works
- Some simulations, e.g. virtual patient

In person part

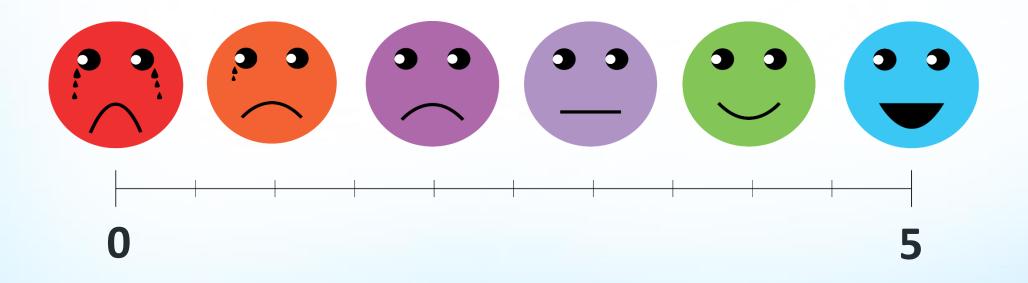
 Each learner two days a week planned for must be in person activities



What about your project?



How do you evaluate your team's performance till now?









References & further reading

- Clark RC, Mayer RE. E-learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning. John Wiley & Sons; 2016 Mar 21.
- Patel SR, Margolies PJ, Covell NH, Lipscomb C, Dixon LB. Using instructional design, Analyze, Design, Develop, Implement, and Evaluate (ADDIE), to develop e-Learning modules to disseminate Supported Employment for community behavioral health treatment programs in New York State. Frontiers in public health. 2018; 6:113.
- Warr M, Henriksen D, Mishra P. What Do We Mean When We "Design" e-Learning Solutions? An Analysis of Discourses on Design, Technology, and Education. InE-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2018 Oct 15 (pp. 717-722). Association for the Advancement of Computing in Education (AACE).
- Chou HL, Chen CH. Beyond identifying privacy issues in e-learning settings—Implications for instructional designers. Computers & Education. 2016 Dec 1; 103:124-33.
- Bean, Cammy. The Accidental Instructional Designer: Learning Design for the Digital Age. Association for Talent Development: 2014.



References & further reading (Cont.)

- Reiser, Robert A. and Dempsey, John V. Trends and Issues in Instructional Design and Technology. Pearson: 2017.
- Ranieri M, Raffaghelli JE, Pezzati F. Building cases for faculty development in elearning: a design-based approach. Form@ re-Open Journal per la formazione in rete. 2018 Apr 4; 18(1):67-82.
- Gros B, García-Peñalvo FJ. Future trends in the design strategies and technological affordances of e-learning. Learning, Design, and Technology: An International Compendium of Theory, Research, Practice, and Policy. 2016:1-23.
- Lee SL. Modular Approaches in eLearning Design: Computer-Assisted Pronunciation Training Design and Evaluation. JOURNAL OF TECHNOLOGY AND CHINESE LANGUAGE TEACHING. 2018 Jun 1; 9(1):48-61.
- Slaughter DS, Murtaugh MC. Collaborative Management of the eLearning Design and Development Process. InLeading and Managing e-Learning 2018 (pp. 253-269). Springer, Cham.



References & further reading (Cont.)

- Mahmoud AY, Barakat MS, Ajjour MJ. Design and development of elearning university system. Journal of multidisciplinary engineering science studies (JMESS). 2016;2(5):498-504.
- Chua C, Montalbo J. Assessing students' satisfaction on the use of virtual learning environment (VLE): An input to a campus-wide e-learning design and implementation. InInformation and Knowledge Management 2014 (Vol. 3, No. 4, pp. 108-115).
- Van Merriënboer JJ, Kirschner PA. Ten steps to complex learning: A systematic approach to four-component instructional design. Routledge; 2017 Oct 23.
- Gros B, García-Peñalvo FJ. Future trends in the design strategies and technological affordances of e-learning. Learning, Design, and Technology: An International Compendium of Theory, Research, Practice, and Policy. 2016:1-23.

