TAKEAWAY 4: INSTRUCTIONAL DESIGN STRATEGIES FOR E-LEARNING

**INSTRUCTIONAL DESIGN STRATEGIES FOR E-LEARNING**

1. Instructional strategies can be delivered in two different ways:
   1. Interactive: Learners need to do something (interact) to see all the contents of the page.
   2. Non-interactive: page contents display automatically by themselves (no need for the learner to interact)
2. Information can be organized in two different ways:
   1. Sequence
   2. Concepts
3. Teaching chronological content
   1. Use the order in which the actions occur. This is simple to understand
   2. Highlight decision points.
4. Strategies to teach sequence

For information that can be organized by time or steps you can use:

* Timelines
* Walkthroughs
* Flow charts
* Decision trees
* Steps

4. Concepts

Concepts are a network of related ideas.

Select and organize the information so that it is easily learned

Strategies to teach concepts

* Comparison tables
* Nested classifications
* Layered content
* Case studies
* Illustrated examples
* Scenario-based
* Story-based
* Game-based

Comparison table

* When the learners have to evaluate complex data you can guide the learning by asking the learners to compare alternatives. Use a side-by-side comparison.
* Such a format draws learner’s attention to important differences between two objects being studied. They an clearly see the differences because they are placed next to each other.

Miscellaneous

* Animation Learn, do, review
* Simulation Comic strips
* Filling forms Quiz based
* Infographics problem based