

Course Title: "Awareness Session: The Role of Instructional Designer (Shaping Effective Learning Experiences)"

Course Description

This 3-hour awareness session aims to introduce participants to the vital role of instructional designers in creating effective learning experiences. Attendees will gain insights into the principles of instructional design, the benefits of having an instructional designer, and the various services they can provide.

Objectives:

1. **Define Instructional Design:** Understand what instructional design is and its significance in education and training.
2. **Describe the Benefits of an Instructional Designer:** Explore how instructional designers contribute to effective learning environments.
3. **List Services an Instructional Designer Could Provide:** Identify the range of services that instructional designers offer to organizations.
4. **Discuss Instructional Design Principles:** Learn key principles of instructional design that can be implemented in various contexts.

Outcomes:

By the end of this course, participants will have a clear understanding of the role of instructional designers and how they shape effective learning experiences.

Agenda

1. Introduction to Instructional Design (15 minutes)

- Welcome and Introductions
- Overview of Course Objectives and Agenda

2. Defining Instructional Design (30 minutes)

- **Objective:** Understand what instructional design entails.
- **Presentation:** Key concepts and definitions
- **Group Discussion:** Participants share their current understanding of instructional design

3. Benefits of an Instructional Designer (30 minutes)

- **Objective:** Explore the value added by instructional designers.
- Discussion on how instructional designers enhance learning outcomes
- Case Studies: Examples of successful instructional design interventions

4. Services Offered by Instructional Designers (30 minutes)

- **Objective:** Identify services provided by instructional designers.
- Listing various services (e.g., curriculum development, e-learning design)
- Interactive Activity: Brainstorming session on potential services in participants' organizations

5. Instructional Design Principles (30 minutes)

- **Objective:** Discuss key principles of instructional design.
- Overview of principles (e.g., ADDIE model, learner-centered design)
- Group Activity: Applying principles to real-world scenarios

6. Action Planning and Implementation (30 minutes)

- Developing an action plan for integrating instructional design principles
- Sharing plans in small groups for feedback

7. Q&A and Wrap-up (15 minutes)

- Open floor for questions
- Summary of key takeaways
- Closing remarks and next steps
- **Note:** Breaks will be provided as needed, approximately every 1.5 hours.