

# Strategies | Techniques | Tech

## SELECT

THE APPROPRIATE  
DESIGN STRATEGY

## IMPLEMENT

THAT STRATEGY WITH  
THE BEST INSTRUCTIONAL  
TECHNIQUE

## DEPLOY

THAT TECHNIQUE WITH THE  
BEST FIT INSTRUCTIONAL  
TECHNOLOGY

# INSTRUCTIONAL DESIGN

FOR MODERN BLENDED LEARNING  
MUST BE RIGOROUSLY APPLIED

ANTICIPATE THE CORRECT MOMENTS OF LEARNING  
NEED AND EMBED CONTENT IN THE FLOW OF WORK

*To facilitate understanding and permit meaningful discussion in the context of blended learning, it's useful to group concepts into three categories:*

An overall approach for addressing the instructional need – it frames the approach that you will subsequently populate with a variety of techniques and technologies to achieve your instructional objective.

*In some ways, the instructional strategy is based on fundamental characteristics of the nature of both the learning audience and the content.*



## INSTRUCTIONAL STRATEGY

What instructional strategy should be utilized to help learners achieve the desired level of mastery for that specific learning objective?

Techniques support the strategy, and generally can be thought as peers of each other– that is, we can substitute one technique with another, and the learner outcome should be the same (although the experience will vary extensively).

Instructional techniques frame the approach on how the learner will progress through the instruction.



## INSTRUCTIONAL TECHNIQUE

What instructional technique (or techniques) should be used to implement the instructional strategy?

Technology selection will be determined largely on assessment and evaluation requirements. It will also be impacted by where learners are when they are applying the skill or need the knowledge; we want to deploy learning in the most authentic way possible.



## INSTRUCTIONAL TECHNOLOGIES

What technologies and tools should be used to support the instructional techniques?

## INCLUDE

task-based learning, game-based learning, social collaborative learning, problem-based learning, project-based learning, inquiry-based learning, and case-based learning

## INCLUDE

lectures (*live, recorded or print on screen*), brainstorming between learners, simulations (*including role play and immersive learning*), gamification (*including leader boards and badging*), case studies (*including examples that illustrate key points*), moderated discussion boards (*including in person discussions and moderated discussion boards*)

## INCLUDE

TECHNOLOGIES / TOOLS THAT SUPPORT:

1. knowledge and content distribution
2. communication and interaction
3. social interactions, collaboration and community
4. assessment and evaluation
5. immersive learning experiences,
6. curation



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