A Guide to Instructional Design Models

A Quick Synopsis of Instructional Design Models for the Modern Teaching Environment

> Diagram Below Shows Pillar Platform:

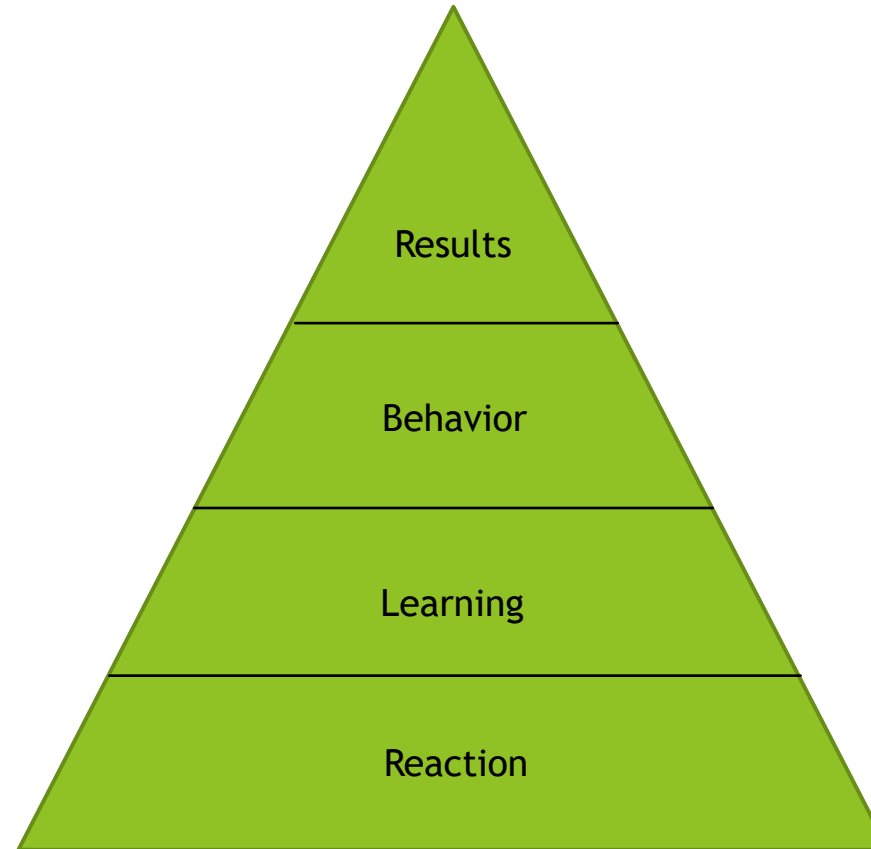## Kirkpatrick's Four Levels of Training Evaluation Model

Designed As A Sequence of Evaluate Train Programs so Organizations Do Not Spend Critical Time And/or Money on Training that is not Worth-While.
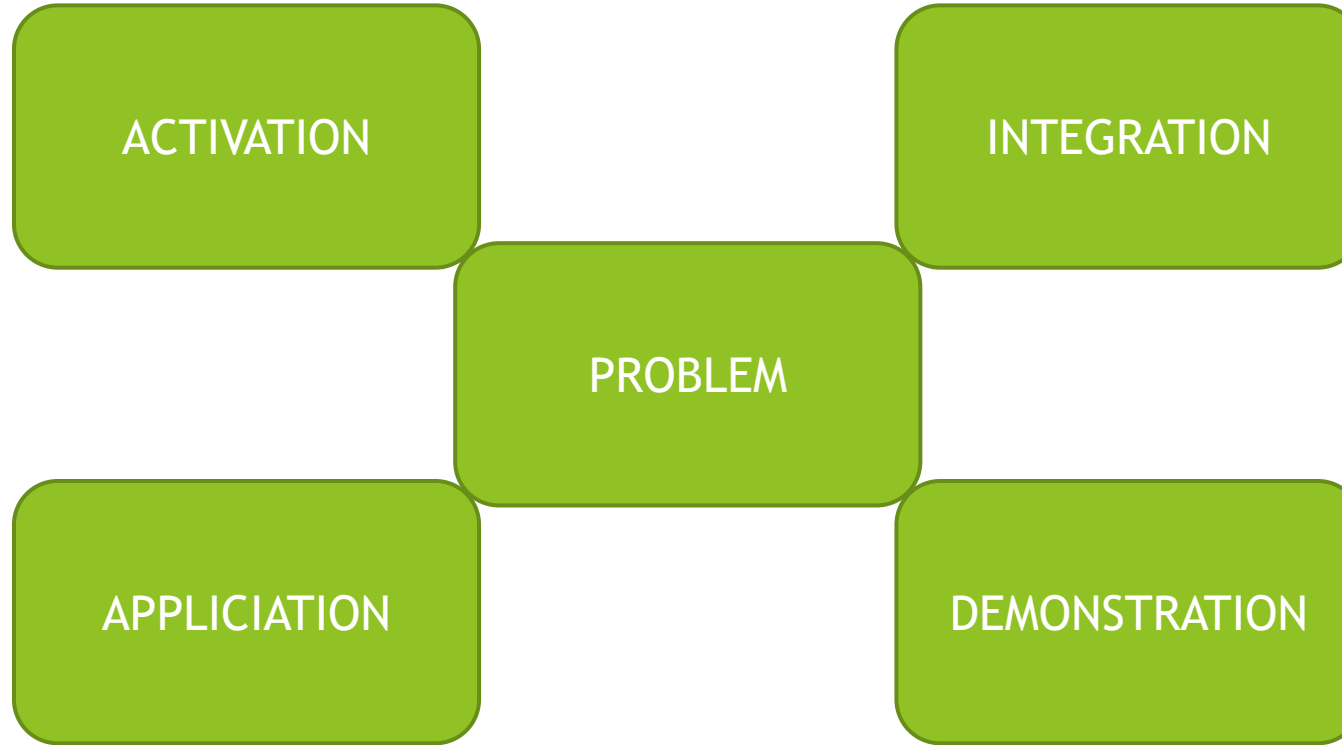
Reaction

Learning

Behavior

Results

Results

Behavior

Learning

Reaction

Merrill's First Principles of Instruction

Each one of these serves a purpose – Utilizing an idea in order to further the Minds of those who so choose to learn.

This Model has 9 Unique Steps (Or Events, as Gagne's Calls Them) –

Gain Attention

Inform Learner of Objectives

Stimulate Prior Learning

Present the Content

Provide Guided Learning

Elicit Performance

Provide Meaningful Feedback

Assess Performance

Enhance Retention

"X" Marks the Spot

Treasure Map

START
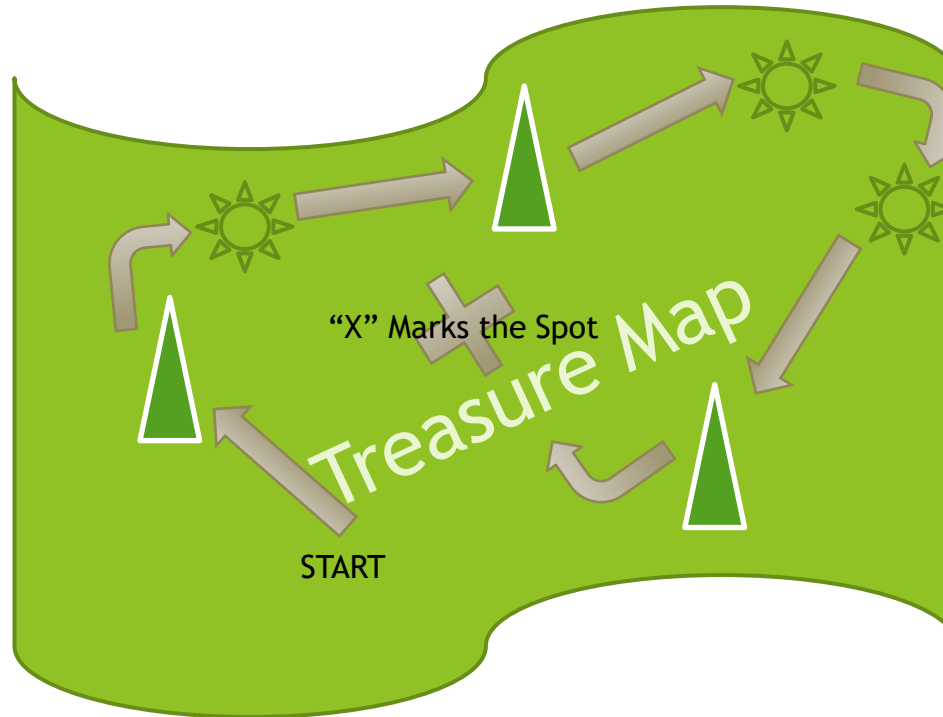
Gagne's Nine Events of Instruction