LED Upskilling Training

USING OUR MODULAR SYSTEM

Welcome + Context Setting

Learning Design Concepts

Using Our Modular System

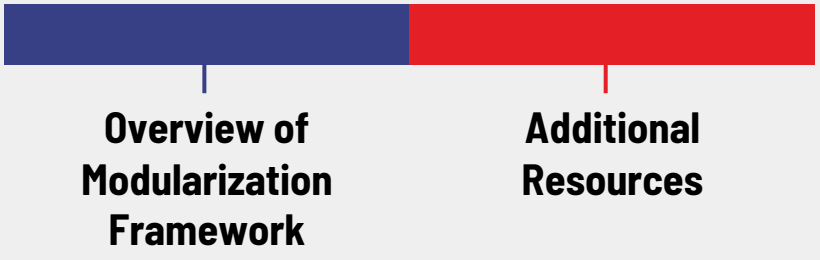
Building Modular Content

Streamlined Dev Overview

Bring It Home

What Is In This Section?

OBJECTIVE: **Identify** components of the GA modularization system



GA Using Our Modular System

Overview of Our Modularization Framework

GENERAL ASSEMBLY

What is Modularization at GA?

Let’s start by defining **Modularity**:

Modularity refers to the design or organization of a system, product, or process into discrete, interchangeable, and independently functioning modules or components.

GAs BUILDING BLOCKS:

Microlesson

Microlessons are brief, standalone instructional lessons lasting around 15-30 minutes, designed to **efficiently deliver specific learning objectives**, making them **easily digestible** for learners.

Module

A module in curriculum design represents a **self-contained packages of instruction focused on a specific topic or skill.** They are designed to be flexible, allowing educators to organize and deliver content in a modular format.

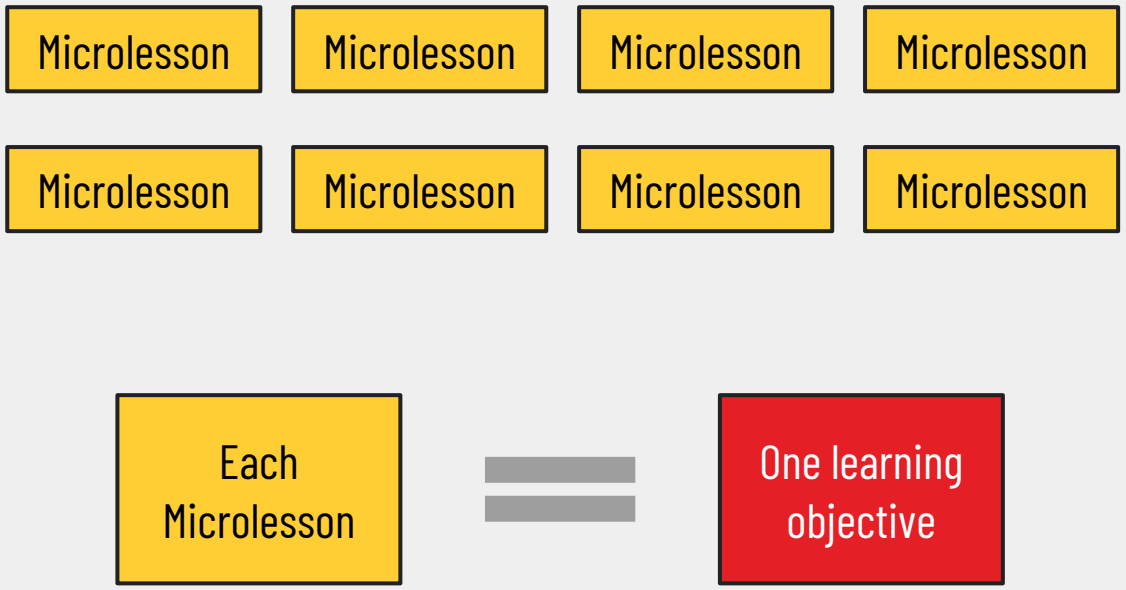
Competency

Competencies are **specific skills, knowledge, abilities, or behaviors that contribute to successful job performance.** They outline the capabilities an individual needs to effectively carry out their responsibilities.

MICROLESSON = SMALLEST UNIT OF LEARNING

A **microlesson focuses on a specific skill**.

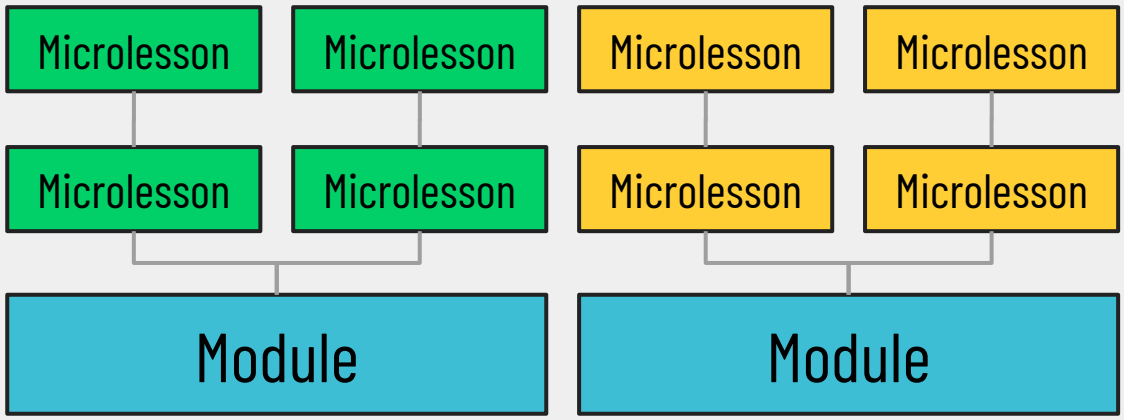
They're short. Each one is around 15 to 30 minutes with a single activity to make sure that they learning objective has been met.



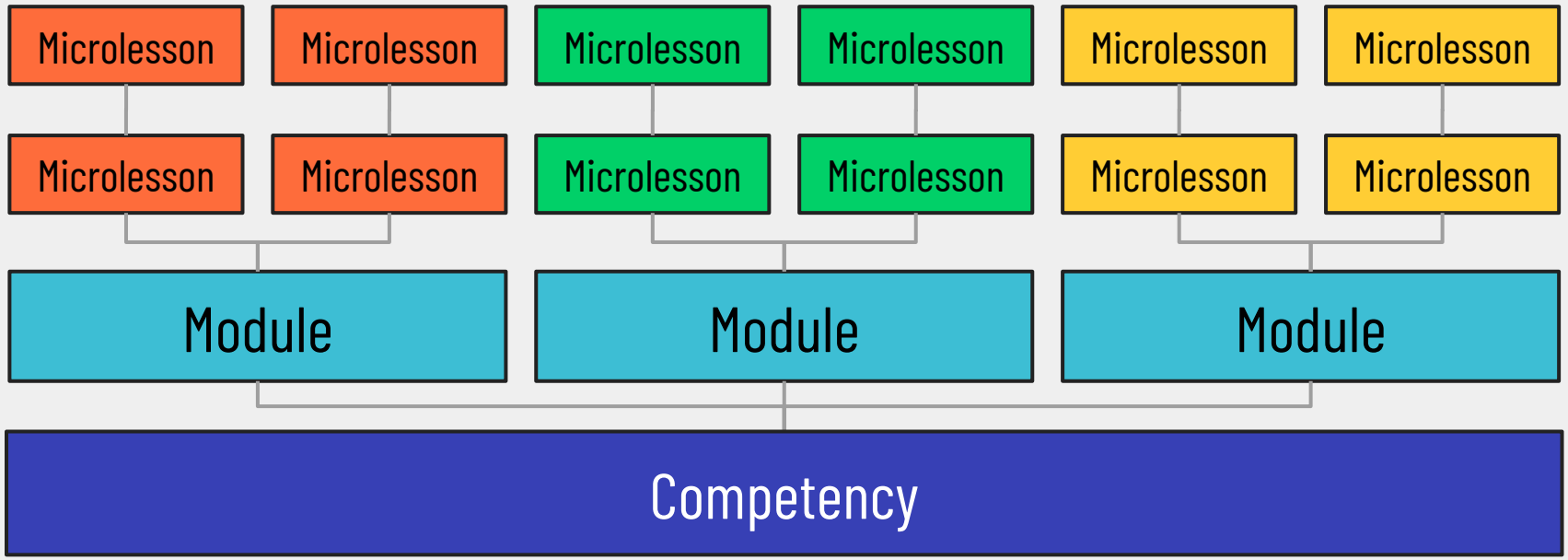
MODULE OF MICROLESSONS

A module is a group of related microlessons that build up to a module.

Think of modules as **standalone packages** teaching a complete skill, like "Navigation Design" in UX.

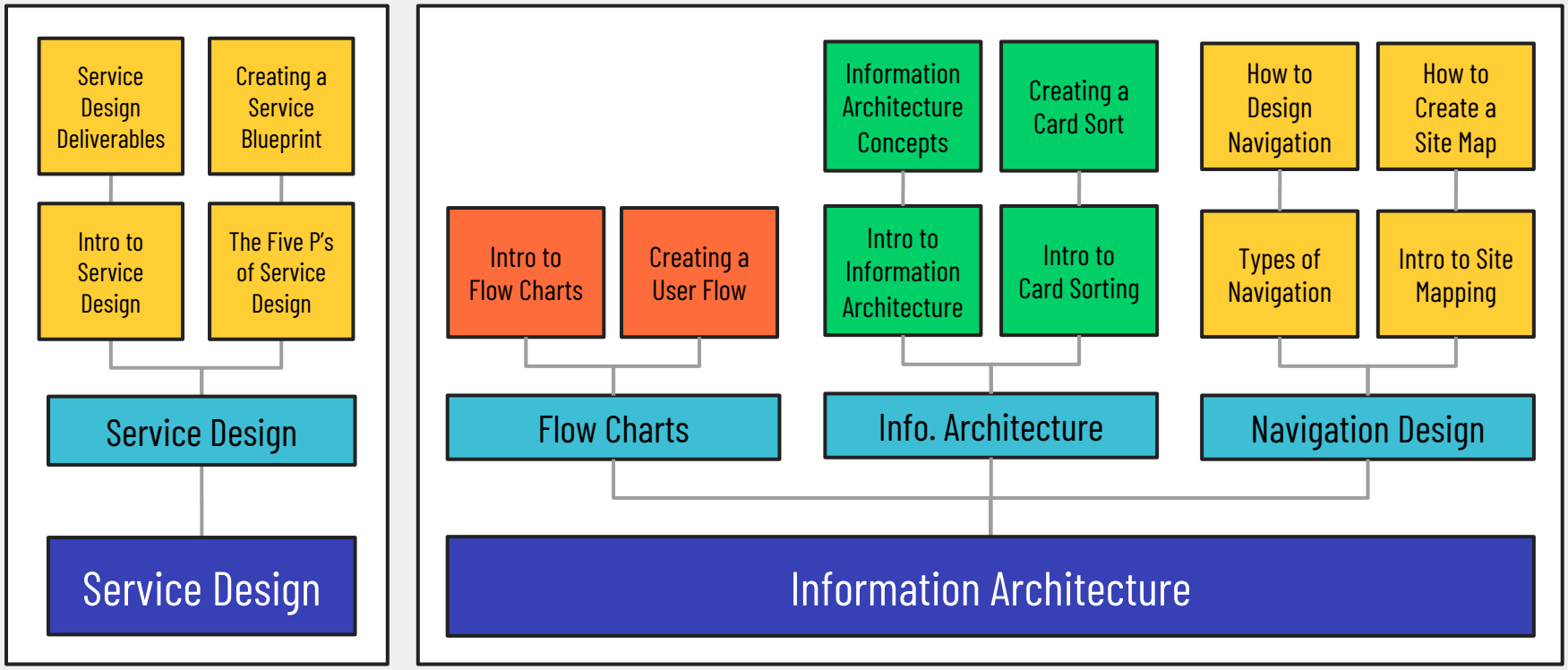


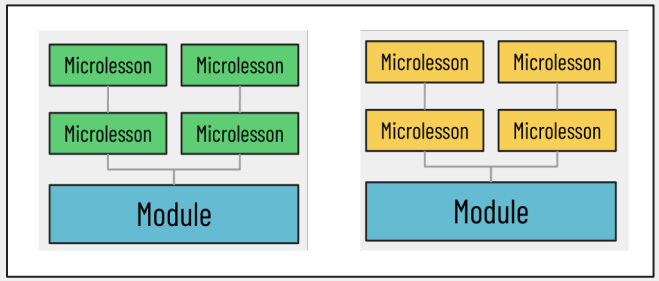
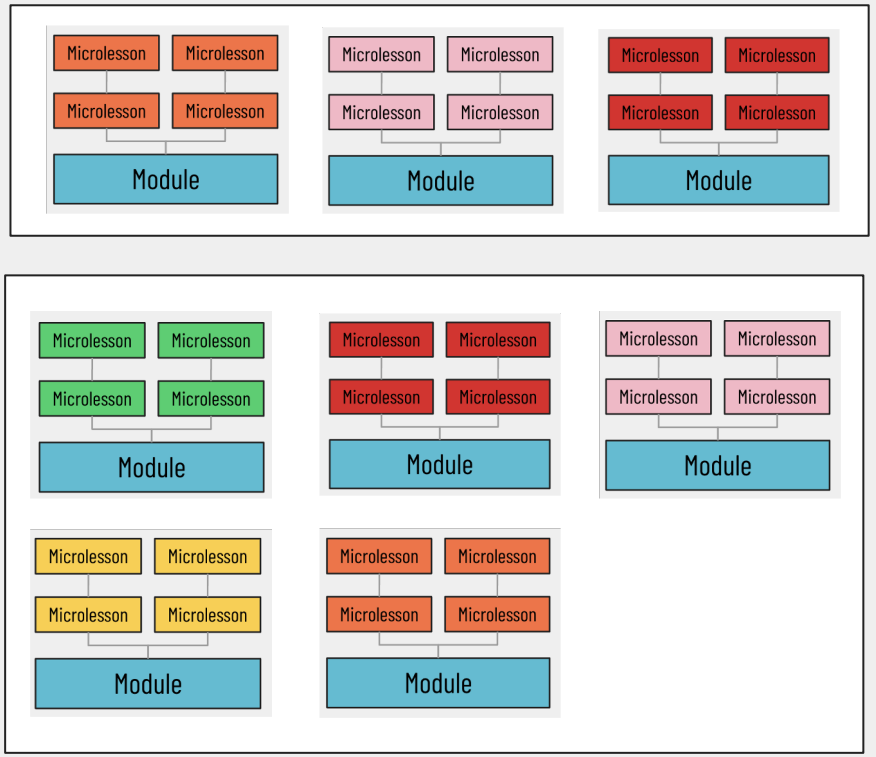
COMPETENCIES



These are made up of one or multiple modules, and they represent comprehensive skill sets. This structure allows flexibility in moving content for various use cases and deliveries.

Competencies and Modules Can Range in Size



How do they combine to create a product?

At the module level, mix and match content to create new product based off the need of a client. **Modules of content should move together.**