THEORY TO PRACTICE

Summary of Instructional Design Models *By: Iyana Haynes-Matthews*

ADDIE Model

A linear 5-phase approach that focuses on the successful completion of each phase before moving on to the next phase in developing elearning. (Analyze, Design, Develop, Implement, Evaluate).

SAM Model

A circular approach of prototyping, evaluating, and designing until the finished product is produced. The goal is to produce quick prototypes to allow for continuous evaluation and improvements during the process.

Dick & Carey Model

Focuses on how the components of learning such as the instructor, learners, materials, activities, delivery system, and environment interact with each other to lead to the desired learning outcomes.

Community of Inquiry Model

Focus on creating deep and meaningful learning through educational experiences centered around the relationship of the social, cognitive and teaching presence.

Backwards Design

Identifying learning objectives to develop assessments first then working backwards to create content, lessons, and activities that target the desired results determined by the learning objectives.