

Less is More: Simple Course Design and Accessibility

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Meet Our Instructional Design Team



Setting Students Up to Succeed

- Course Design and Development
 - Backwards Design
 - Goals/Objectives (Blooms)
 - Assessment
 - Universal Design for Learning

Less is More: Take Away 1!

- Simple Course Design
 - Course goals in the syllabus
 - Learning objectives weekly
 - Assessments aligned with learning objectives
- Clear expectations / detailed instructions
- Active learning /student engagement



Week 1 Introduction and Overview, Objectives & To-Do-List

Week 1 Introduction and Overview

Introduction and overview summarizes the lesson including an introduction to the activities. This can also be added as a video introduction with captions.

A well-planned and designed course ensures an optimal learner experience. As you are designing your courses, you need to be sure that the goals and objectives are clear, that the course introduction and orientation are welcoming and instructive for students, the content and composition of the course provides a clear and intuitive pathway through the course, and that there is clear guidance for learners, mechanisms, and expectations that promote meaningful learner engagement.

This module addresses some common faculty questions around online design:

- What are the fundamentals of online design?
- What is a great course and why?
- How do I design for learner interaction?
- What kinds of assessments are appropriate for online?
- How do I select the best technologies?

Week 1 Learning Objectives

Objectives aligned to course assessment - what you (students) will be able to do at end of week

1. Identify the fundamentals of online design that contribute to a great online course
2. Explain how different strategies for learner interaction can enhance learner engagement
3. Describe the principles of good online assessment design
4. Align the selection of technologies with learner outcomes and teacher needs

Week 1 To-Do-List

Assignments, quizzes, collaboration tools, etc. (aligned with objectives)

1. Complete the L1 Student Questionnaire (1 pt)
2. View the Video Introductions for Lesson 1
3. Complete the required reading, Chapters 1, 2, and 3 from the textbook
4. Week 1 Discussion Introductions
5. Complete the L1 Personal Playlist assignment (10 pts)
6. Complete the L1 Listening Worksheet (5 pts)
7. Take the L1 Quiz (16 pts) - Note the quiz will not be available until the L1 Listening Worksheet has been submitted.

Tips for starting the semester strong

- Reflect on the semester before
- Protect the cognitive load of your students and yourself (Less is More)
- Small changes that inject fun

Setting Students Up to Succeed Cont..

- Universal Design for Learning (UDL)
 - Meeting the needs of diverse learners
 - Three principles
 - engagement (the why),
 - representation (the what), and
 - action/expression (the how).

- **Representation:** The "Cell Biology" module, the instructor provides:
 - Textual explanations of cellular processes, diagrams and infographics illustrating cell structures and functions.
 - Videos showing real-time cellular activities, with captions and transcripts.
- **Engagement:** The "Ecology" module, the instructor incorporates:
 - Discussions on real-world ecological issues where students can share their perspectives and solutions.
 - Virtual field trips to different ecosystems using 360-degree videos.
 - A simulation game where students manage an ecosystem, making decisions that impact its balance.
- **Expression:** The "Genetics" module, students can choose to:
 - Write a research paper discussing recent advancements in genetics.
 - Create a video presentation explaining a genetic concept.
 - Participate in a group debate on the ethical implications of genetic engineering.

Less is More: Take Away 2!

- Content meeting the needs of all learners
 - Remediation
 - Ally
 - Creating accessible digital content

How we can help you!

- Course design consultations
 - Instructional design team
- Technology assistance/consultations
 - Instructional Technology Specialists

Resources



Scan me with your
camera!

Questions or Ideas?

