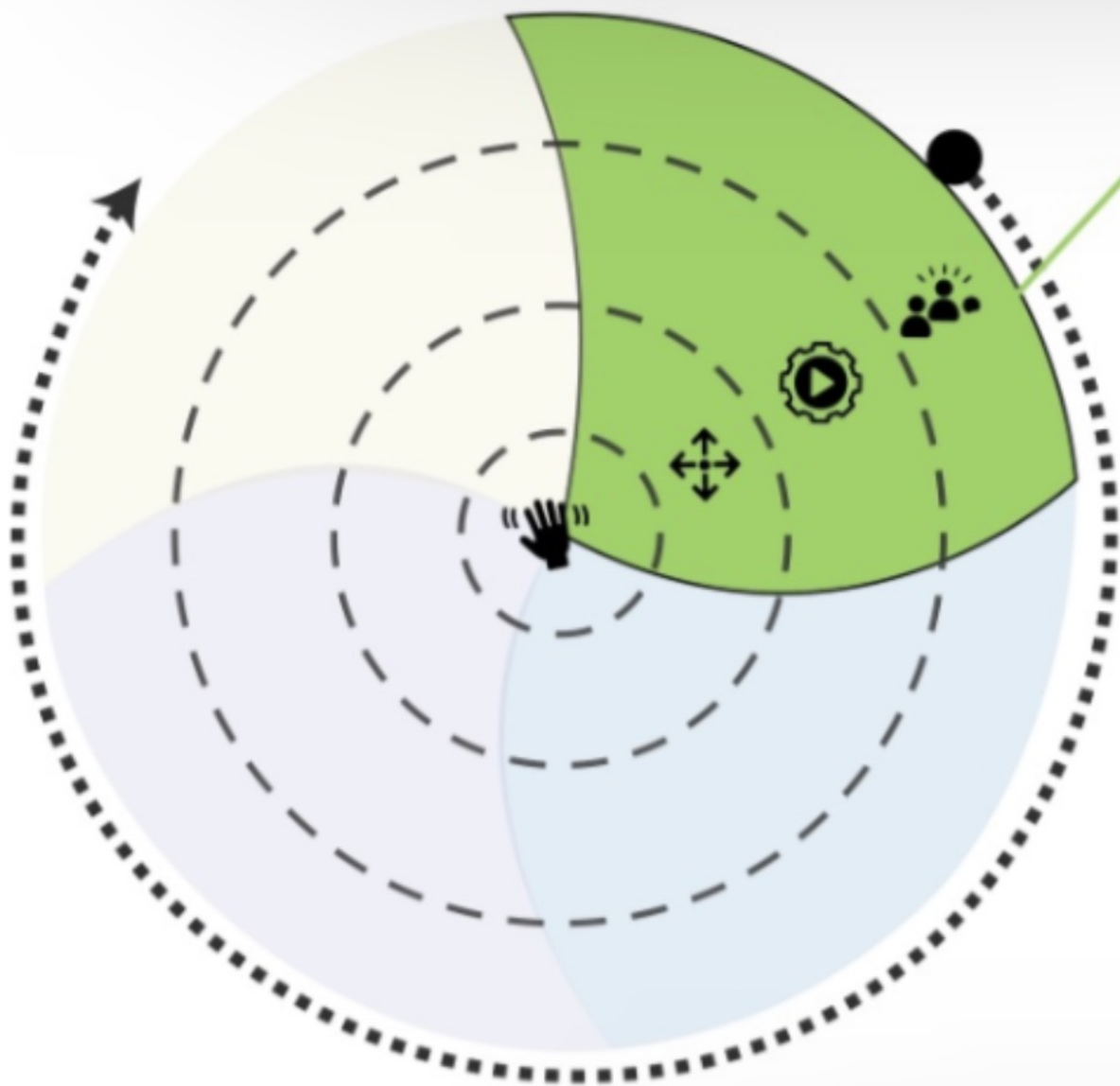


**Design**

**Blueprinting**



## Module 1

### Course design

Create and refine a blueprint of your course



### Introduction

Identifying the 'location' of this module within the course level learning will spark the introduction of module theories being considered (connectivism, and flow). The process of design blueprinting is introduced at this point also. As a first method of working with these, in context, a template will be provided for participants to fill in with what currently exists, in one week/module for their own course and participants are then asked to 'try it on'.



### Expansion

A worked example is provided to show a blank versus a roughed in blueprint template for a post-secondary course. The concept of 'flow' is presented for consideration.



### Refinement/ Application

Participants are asked to return to their first attempt, and to refine it with new knowledge and examples provided. Benefits and challenges are presented to close this phase.



### Community of Inquiry (COI)

Participants are asked to take the bold step to share their refined draft with others and to share also the changes they made to refine their first draft + what triggered this change for them.

### THREE (AND A HALF) BROAD APPROACHES TO UNDERSTANDING HOW PEOPLE LEARN

