

## Active Teaching Lab (bit.ly/activeteach)

Sponsored by DoIT Academic Technology & Teaching Academy

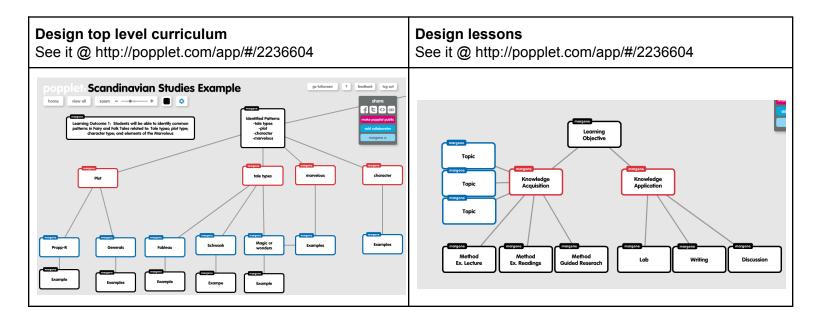
## **Designing for Learning**

(Or my attempt to explain why learning management systems irritate me so much.)

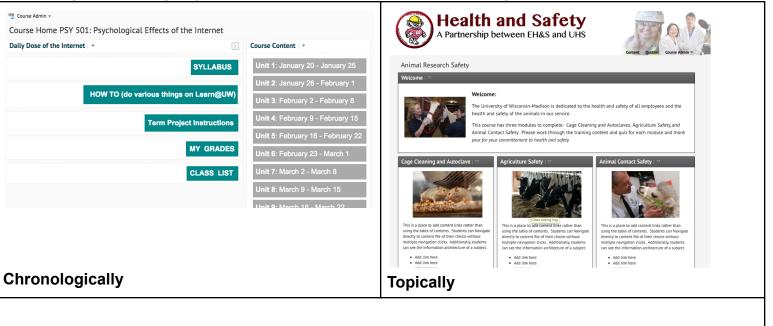
Find this worksheet, video, and more information from this session at bit.ly/ATL-curricdesign

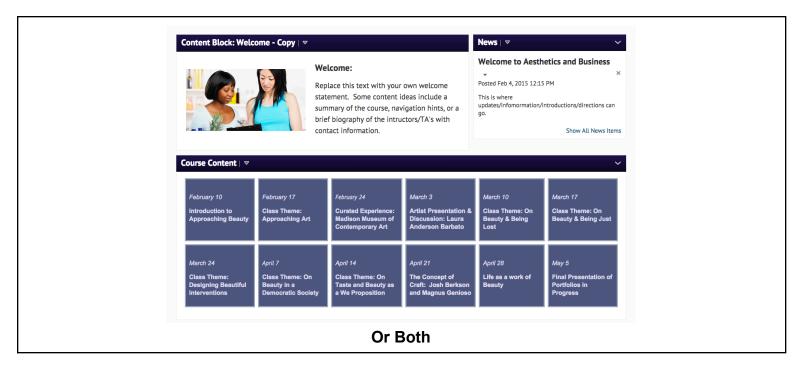
Learning Management Systems like D2L and Moodle are inherently designed for *managing* rather than *learning*. They can get in the way of scaffolding, designing, contextualized and connecting with the material. User Experience Design principles can help instructors structure and present material in a way that compliments teaching and supports learning.

## Tip 1: Take the time to explicitly map out what you want to teach and when you want to teach it.

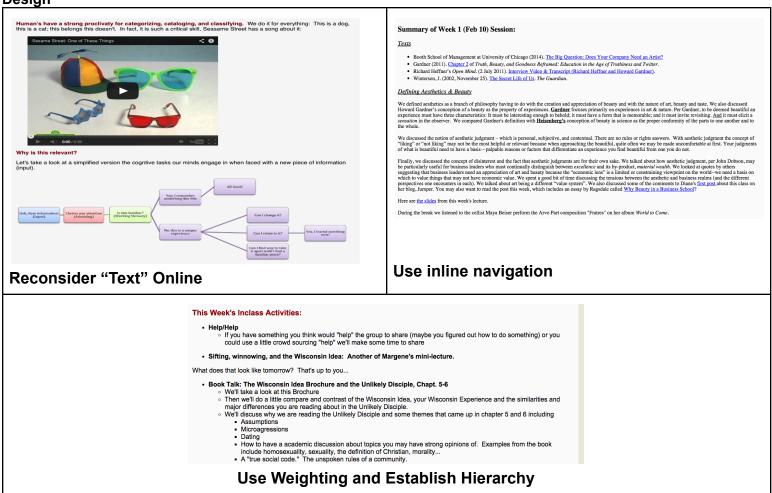


## Tip 2: Design a Homepage layout that reflects Top Level Curriculum Design





Tip 3: Design lesson layouts that contextualize and sequence materials and activities to *reflect* your lesson Design



Tip 4: Make the connections visible in your Navigation scheme

Want to learn HOW TO? Go to bit.ly/learnuw120