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Instructional Design Model Paper.

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ID model: "An instructional design is defined as a systematic way of or process of transmitting general principles of learning and introduction into a plan for instructional materials and learning". (Ibrahim, 2015) The goal of creating instructional design is to improve learning by the means of problem-solving and feedback characteristics of the systematic approach. In today's day and age, teachers are held accountable for their student's academic achievements with the creation of instructional design you were able to track the progress of the students and go beyond traditional methods of teaching. Creating individualized plans for their students compared to traditional ways of teaching all the students the same material at the same time is a unique way to change up the way learning is being done. The instructional designs make it easier for teachers to create lesson plans for their students.

The instructional design I picked was the ASSURE instructional design model. It is an acronym for A- analyzing learners, S- State standards and objectives, S- select strategies technologies, media and materials, U- utilize Technology media and materials, R- require learner participation, E- evaluate and revise. This instructional design model is utilized to create successful lesson plans for either advanced teachers or just beginning teachers. "It consists of step-by-step approaches to create a lesson that effectively integrate the use of technology and media to improve students" (Ibrahim, 2015). Allowing teachers to use technology to improve their student's experience has been the shift in recent years. The ASSURE instructional design model was created for that reason to implement technology into the classrooms to receive the feedback and specific needs of their students.

This classroom and instructional design model are meant for creating lesson plans for students. Analyzing the student's needs, creating objectives, selecting strategies that you're going to use, utilizing the technology, require students to participate, then evaluate and revise your lesson plan. ASSURE focuses more on the teacher and professors to highly motivate their students in learning. Letting the educators put a spin on what they want to accomplish in their lesson plans.

As seen in the "ID Models Taxonomy Branch Gustafson 2002. PDF" the description of a classroom orientation aligns with the ASSURE instructional design model. It is developed for classroom teachers who often designed and delivers their lesson alone. In the classroom the typical output is low in numbers of instruction, resources Committed to developing effort is very low, it is an individual and specific effort, low ID skill or experience, emphasis on development is selected, the amount of

front and analysis is low, the technology complicity of delivery media is low, the amount of tryout and revision is low to medium, and there isn't amount of distribution. "Most authors of the ID models do not especially discuss any of the characteristics or assumptions rather they simply describe their model's major elements and how they were simply describing their model's major elements and how they are to be implemented." (Gustafson, 2002)

ASSURE instructional design was developed by Heinrich and Molenda of Indiana university with inspiration from Roberts Gagne's events of instruction. The instructional design was developed to benefit skilled instructors to create instructional designs and strategies to interact with their students. ASSURE a model is a step-by-step approach for teachers to create effective lesson plans for their students. This simplified approach benefited teachers by gaining feedback from their students and creating specific lesson plans. ASSURE is a template or a guideline for successful instructional design with feedback at the end of it to make the changes needed to create better lesson plans. It was developed to push education forward and create methods for different individuals. Creating specific models for different students would be hard with the old design but the instructional design makes it more possible.

In the academic journal Instructional Design Models: What a Revolution Dr. Faryadi describes ID models as "Instruction design is a set of rules or procedures, you could say, for creating training that does what it is supposed to do". The value of the model is critical in analyzing significant instruction for motivating young learners to gain knowledge. Integrating technology in the design process is unique and progressive. "Instructional designers are convinced that with the help of information technology, they can deliver their message across the classroom loud and clear. They can transfer the power of learning right at the hands of the learners just by the click of a mouse" (Faryadi,2007) delivering the message is an important part of any teachers lesson plan development. There number one goal is to get their information processed and received to the students. "Educators are forced to think carefully how to design a striking and useful multimedia courseware that takes advantages of the current state of the art technology without compromising learner's needs, motivation and critical thinking skills in the process." (Faryadi, 2007) In recent years there has been a huge push in the education system with incorporating technology in the student's lesson. When the teacher is developing a lesson plan and is planning on a cooperating Technology and the ASSURE instructional model makes sure "The audience should be studied before the conception of the design. Learners' skills, prior knowledge, attitude, age, grade and learning style must be taken into consideration" (Faryadi, 2007). It is. Important to know the audience that you are developing the lesson plan for so you could customize it accordingly.

Another academic journal I found was Integrating technology into the classroom: the learner-centered instructional design written by Sezer and Yilmaz. The value of the model is very important in the creation of instructional design like I said in the academic journal "The model is a sequence of operations developed for the planning of

technology use that helps teachers to design and improve the most convenient educational environment. We can say that the model aims at the solution of problems regarding enabling the use of technology effectively in an educational environment and systematizing the steps of lesson plan preparing.” (Heinich, 1996). It allows the teachers that are creating the lesson plan to include technology to track the progress of individuals so it’s very valuable.

The third academic journal I found was The Effects of a Computer-Assisted Teaching Material, designed written by Karakis, Karamete, Okcu. This article goes in-depth on the ASSURE instructional design and the effects it has on a Turkish classroom in the years 2005 and 2006. It tested the normal lesson plan to see the progress it made and tracked down the numbers. Then the other part of the project was to see how adding the ASSURE model and the technology will benefit the children. In both of the trial periods, they issued a pretest, treatment, and posttest to track the progress being made. The study concluded that there was a significant difference between both groups in the pretest to the post-test in favor of the ASSURE design model. Students had more positive attitudes towards using the computers than the traditional lessons.

The pros of the ASSURE instructional design are that you do not have to be an expert to use it. Beginners or advance lesson planners can utilize the step-by-step design to implement the technology into the lesson plans. The external resources of technology other than the normal lecturing and using of textbooks. Provides the foundation of the lesson but allows the professors to add their spin on things. More customize lesson plans differently from the basic old lesson plans would get the students positive about learning and that will make a great benefit. Students could get feedback from homework and exams and could make revisions and learn from the results. Creating an environment for the students to do homework and receive feedback instantly is a huge benefit to the learning effort. Students are more active in participating as to pose of a regular classroom where you can get away with not participating for a while.

The cons of the ASSURE instructional design is the online information can be unreliable and sometimes biased in the information given. As seen a lot in online information there’s a lot of different opinions and this leads to unreliable information of the sources. However, scholarly sources and library databases are reliable sources that could work. Also, some of the students won’t be able to get the technologies like tablets or computers. Not every student could afford technologies and would be a disadvantage for the ASSURE model. The ASSURE model is backed by the use of technology and without the proper number of resources for every single student in the class could lead to some issues when implementing the model.

Overall, I believe that the ASSURE instructional design model is a very productive and innovative tool for teachers that are wanting an easy way to develop lesson plans. Creating the step-by-step method to follow simplifies it and allows the

teachers to also put their spin on things is why this is a very important tool for teachers all over to utilize. Technology is a huge part of everyday life and implementing this in the lesson plans for the youth is important to keep them entertained and driven to continue to work hard and better than selves. Weighing out the pros and cons of using an instructional design leans heavily to the progress if given the right resources to properly execute the ASSURE instruction.

References

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