

## SAMPLE STORYBOARD STRUCTURE OF AN INTERACTIVE SESSION FOR E- LEARNING.<sup>1</sup>



Lesson Component	Example
<p>1. Learning Objectives</p> <ul style="list-style-type: none"> <li>● First screen containing statement of learning objectives for the session</li> <li>● The purpose is to inform learners on the focus of the session</li> </ul>	<p>Module 2: Designing Training Programs Session 3: Formulating Learning Objectives</p> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <p><b>Objectives</b></p> <p>By the end of the session, you will be able to:</p> <ol style="list-style-type: none"> <li>1. Differentiate the three levels of learning objectives</li> <li>2. Formulate learning objectives following a set of guidelines               <ul style="list-style-type: none"> <li>• Terminal</li> <li>• Enabling</li> <li>• Session</li> </ul> </li> </ol> </div> 
<p>2. Introduction</p> <ul style="list-style-type: none"> <li>● One to three screens describing the value of the session and how learning can improve performance in the workplace</li> <li>● The introduction provides the “why” of the session and aims to motivate learners to proceed with it</li> </ul>	<p>Module 2: Designing Training Programs Session 3: Formulating Learning Objectives</p> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <p><b>Introduction</b></p> <ul style="list-style-type: none"> <li>• Formulating learning objectives is an essential anchor of the design process.</li> <li>• The session will present the value and purpose of writing clear and concise learning objectives.</li> <li>• It will differentiate the three levels of learning objectives: terminal, enabling and session.</li> <li>• It will provide guidelines and exercises for formulating learning objectives.</li> </ul> </div> 
<p>3. Core Content</p> <ul style="list-style-type: none"> <li>● A set of screens (from 4 to 25) which make up the core of the lesson</li> <li>● This combines: text; media elements; examples; and application questions or instructions</li> <li>● The purpose is to facilitate acquisition of knowledge and skills</li> <li>● A range of delivery methodologies can be used to present the content, and</li> </ul>	<p>Terminal Objective</p>  <p>What learners will be able to do <b>by the end</b> of intervention</p> <p>Focus is performance level</p>

<sup>1</sup> Adapted from: Ghirardin, B. “E-learning methodologies. “A guide for designing and developing e-learning courses.” Federal Ministry of Food, Agriculture and Consumer Protection. <https://agris.fao.org/agris-search/search.do?recordID=XF2006449661>

these are captured in the detailed design

### Sample Terminal Objective

By the end of the four-day training program, Training Specialists will be able to design a program based on needs analysis results that applies adult learning approaches and technologies and complies with a Course Design Quality Checklist.



#### 4. Summary

- Last screen enumerating session's key learning points
- The purpose is to help learners remember session's key learning points

### Module 2: Designing Training Programs

Session 3: Formulating Learning Objectives

#### Summary

##### Learning objectives

- Indicate what learners will be able to do by the end of learning unit
- Provide anchor for design process
- Inform coverage, methodologies, and other design elements

##### Writing Learning objectives

- Behavioral
- Framed from learners' point of view

##### Three levels of learning objectives

- Terminal
- Enabling
- session

