Tool 11-2. Learning by Design

- Select a course or program that you know quite well.
- Underline the top eight items that are *used most* in that course or program design.
- Circle those items you feel the design does not really include in any major way.
- Circle as many as you think are appropriate.

- Lectures
- Facts
- Research findings
- Higher-order reasoning
- Critical thinking
- Case studies, reference books, readings
- Use of experts
- Applied logic
- Metacognition
- Theories
- Technical approaches
- Outlines
- Quizzes
- Practice
- Checklists, timelines
- Sequenced learning
- Policies, procedures
- Organization, summaries
- Who, what, why, when, where
- Exercises with steps
- Structured problem solving
- Clear examples, case studies, references

- Brainstorming
- Discovery learning
- Metaphors
- Active imagination
- Creativity
- Illustrations, pictures
- Simulations
- Mindmapping, synthesis
- Holistic exercises
- Storyboarding
- Visualization, mental pictures
- Cooperative and team learning
- Group discussions, chat
- Role playing
- Drama
- Body language
- Sharing personal experiences
- Listening and sharing ideas
- Writing, storytelling, and scenarios
- Auditory, musical, and rhythmic
- Physical, kinesthetic activities
- Interviews