

Real Training | Real People | Real World

EST 1987



# DEVELOP OUTCOMES-BASED LEARNING MATERIAL

### Unit Standards 10299, outcomes 5 and 6

This workshop is designed for trainers, instructional designers and consultants who must develop effective outcomes-based learning materials quickly and efficiently. You will learn how to translate the detailed design matrix which you constructed on the Plan and Design workshop into learning materials, and will master a structured approach to materials development.

The workshop covers outcomes 5 and 6 of unit standard 10299: Design learning programmes and related learning materials.

(NQF 6, 20 credits)

After each of our workshops, delegates have three months to take the learning back to the workplace, apply it and complete a Portfolio of Evidence (PoE) for assessment. We offer coaching during this important period, guiding learners towards meeting the rigorous requirements of the unit standard.

When you have attended a Gray Training workshop and successfully completed your PoE, you can justifiably call yourself competent.

#### 2018 Course dates

7 - 9 March 2018

13 - 15 June 2018

Watch this space...

## Contact:

dominique@gray-matters.com

In-house courses available on request

# R7500.00 excl. VAT This includes:

Tuition, course material, light meals and refreshments, assessment against the standards, certification and registration with the ETDP SETA.

The content of this workshop extends naturally from the Plan and Design Outcomes-based Learning workshop.



# DEVELOP OUTCOMES-BASED LEARNING MATERIAL

### You will exit the learning period with the skills to:

- Create learning materials that meet the requirements of unit standards and/or company requirements.
- Build content that fills the learners - not the page.
- Match facilitator guides to learner guides for seamless teaching
- Pilot learning material and adjust it

### Methodology

The workshop begins by covering two significant chunks of Knowledge: adult learning theory and lesson structure.

Then the workshop moves to an experiential approach and you will learn by doing, actively constructing real lessons for your development projects. You will have the opportunity to evaluate

your colleague's work, advising, trying out activities and fine-tuning.

Learning continues after the workshop. You will complete your development project and submit it as your Portfolio of Evidence for outcomes 5 and 6 of unit standard 10299 - Design learning programmes and related learning materials.

### Workshop content

These are the modules you will cover during your workshop

- Stimulate the learning
- Shape the learning
- Write for clarity and understanding
- Write a facilitator guide
- Develop a learner guide
- Write eLearning content
- Develop a job aid
- Link activities to the CCFOs to create visual aids
- Pilot and evaluate the learning material

## Learning modules and outcomes

- 1. Stimulate the learning
  - Investigate how learning styles impact upon learning material
  - Identify the needs of the adult learner
- 2. Shape the learning
  - Shape learning content using the IDC model and facilitation modes
- 3. Write for clarity and understanding
  - Master five techniques for writing simple, effective learning material
- 4. Write a facilitator guide
  - Write a structured facilitator guide to support your training
- 5. Develop the learner guide
  - Develop a participative learner guide to support the learning
- 6. Link activities to the CCFOs
  - Create activities which reinforce the CCFOs
- 7. Write elearning content
  - Build concise content for elearning slides
- 8. Create visual aids
  - Create lively visual aids for memorable learning
- 9. Develop job aids
  - Choose the right job aid for your need
- 10. Pilot and evaluate the learning material
  - Quality assure the learning material