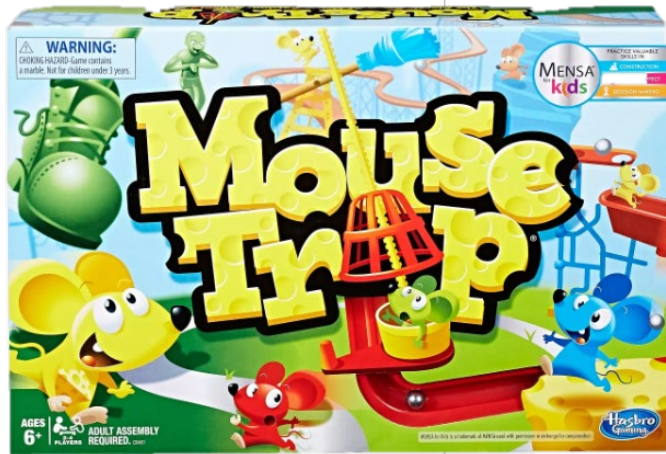




The Instructional Design Game

Let's Build a Better Mousetrap!

Have you ever played?

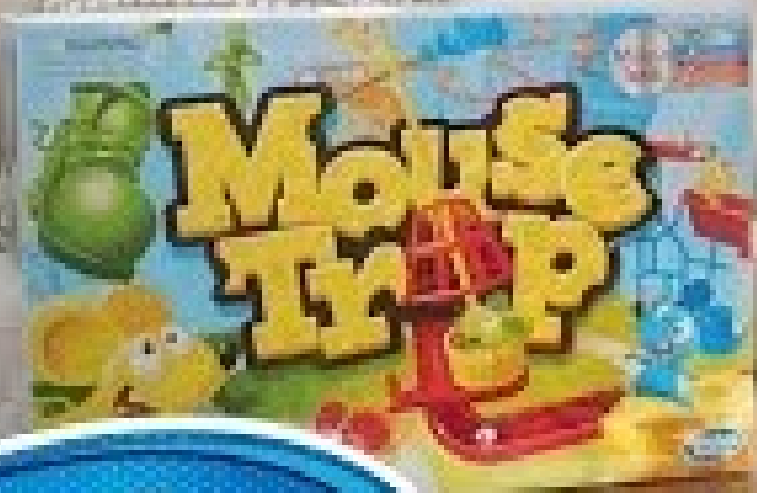


What do you remember about the game?

Answer in chat.



Mouse
Trap



Hasbro
Gaming





Challenge 1

How is the Mousetrap game like building training?

Answer in chat.



Challenge 1a

**How is building
training not like the
Mousetrap game?**

Answer in chat.

Challenge 2

What are we trying to catch when we build training?

Answer in chat.



**No! Not people.
We don't want
prisoners in our
training.**

Try again!





Challenge 3

Show me the problem!

Time for something new!

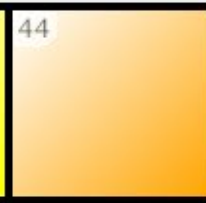
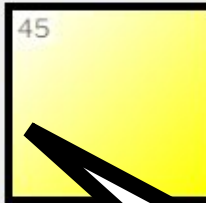
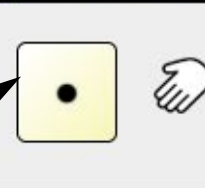
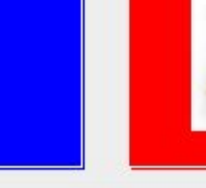
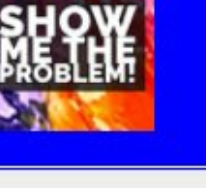
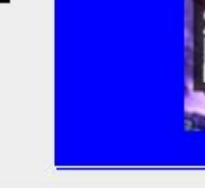
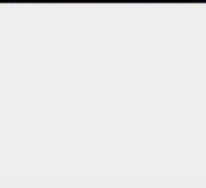
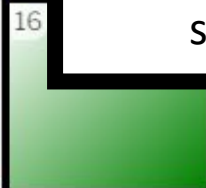
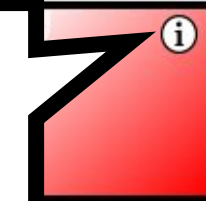
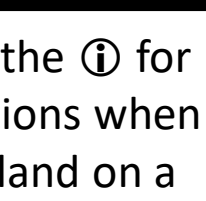
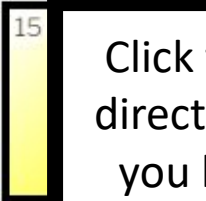


Next Challenges are in Breakout Groups

Look in the chat for a URL to the board game. Work together in your group to play the game and complete the challenges.

Let's build a better mousetrap!





Pick a pawn for your team



Start here.



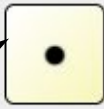
Let's Build a Better Mousetrap!

Here is the finish line!

Click the (i) for directions when you land on a space.



Click to roll the die here.





What did you learn today?

The game was built
in Flippity.net with a
Google sheet.

Review

1. Identify the **business problem**
2. Do a down and dirty **needs analysis**
3. Identify the **training goal**
4. Determine the **outcomes**
5. Determine the **assessments**
6. Add **content** and **activities**





Thanks for coming! ■■■

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