The Instructional Design Game

Let's Build a Better Mousetrap!

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Have you ever played?

What do you remember about the game?

Answer in chat.

Mouse Trap
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.

Here is the finish line!

Click the ⓘ 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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