

Orlando, FL • March 27 – 29, 2018

**Learning
Solutions**SM
CONFERENCE & EXPO

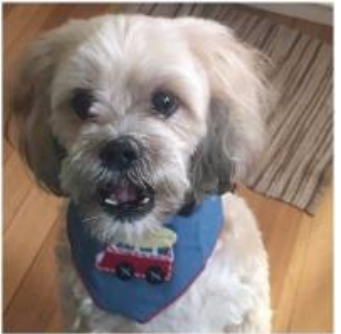
Session #1003

**Better Instructional Design
through MindMapping**

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APPLESTAR PRODUCTIONS
STICKY LEARNING

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OVERVIEW

What is a mind map?

Mind mapping for Needs Assessment

Mind mapping the Course Framework

TODAY'S GOAL

By the end of this workshop you should know what a mind map is and be able to create and leverage them for conducting needs assessment and designing courses.

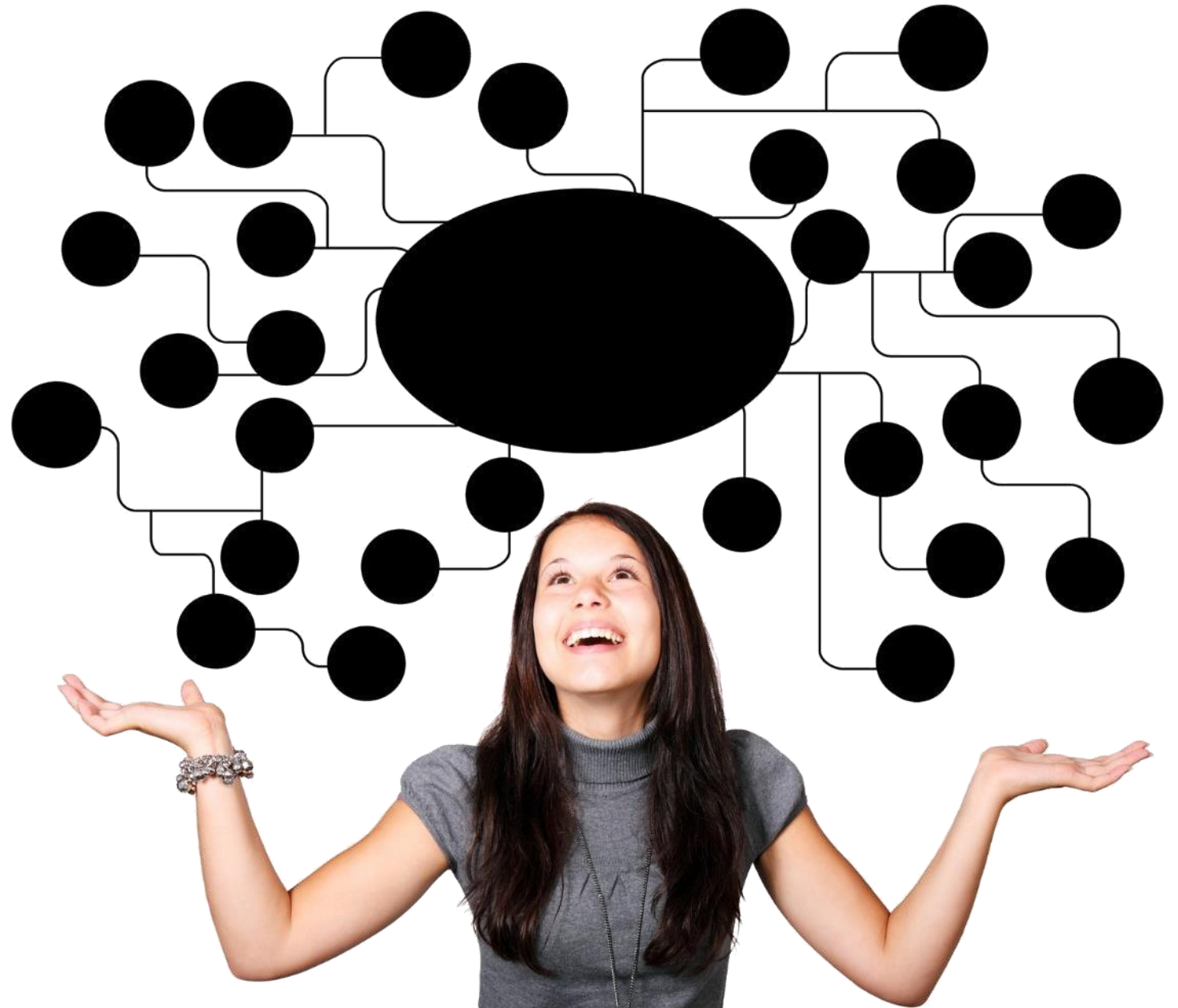


A 3D rendering of a neural network. The background is a dark blue gradient. Numerous neurons are depicted, each with a central cell body (soma) and several long, thin, branching processes (dendrites and axons). The neurons are rendered in a glowing blue color. Small, bright orange-yellow spheres are scattered throughout the network, representing connection points or synapses. The overall effect is a complex, interconnected web of light blue structures against a dark blue background.

THIS IS YOUR BRAIN.
FULL OF CONNECTIONS.

Your thoughts
aren't random
or linear.
Thoughts are
interconnected.

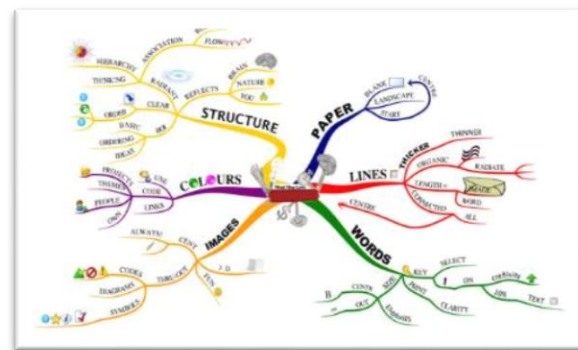
Mind Maps
illustrate this.



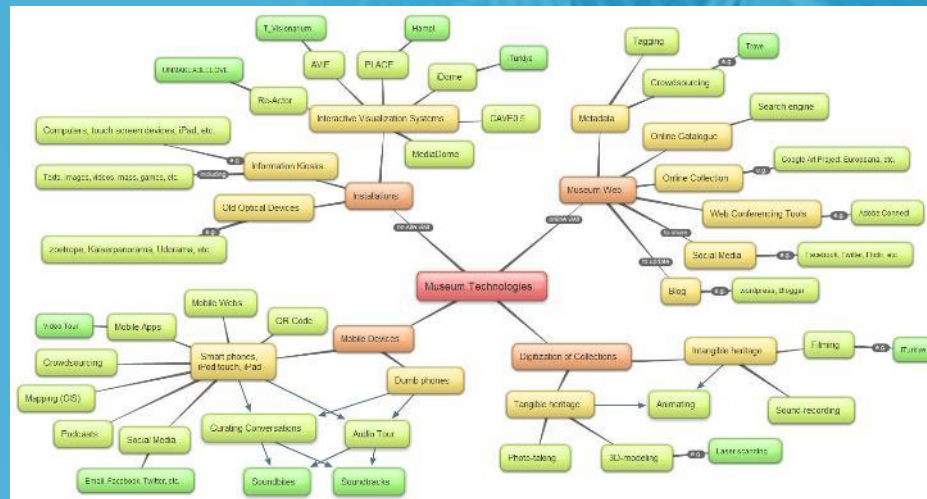
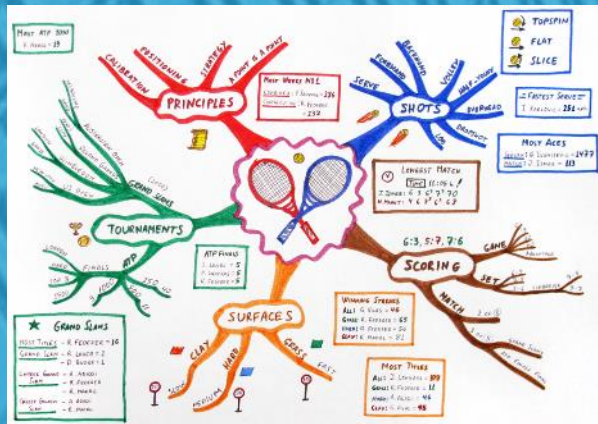
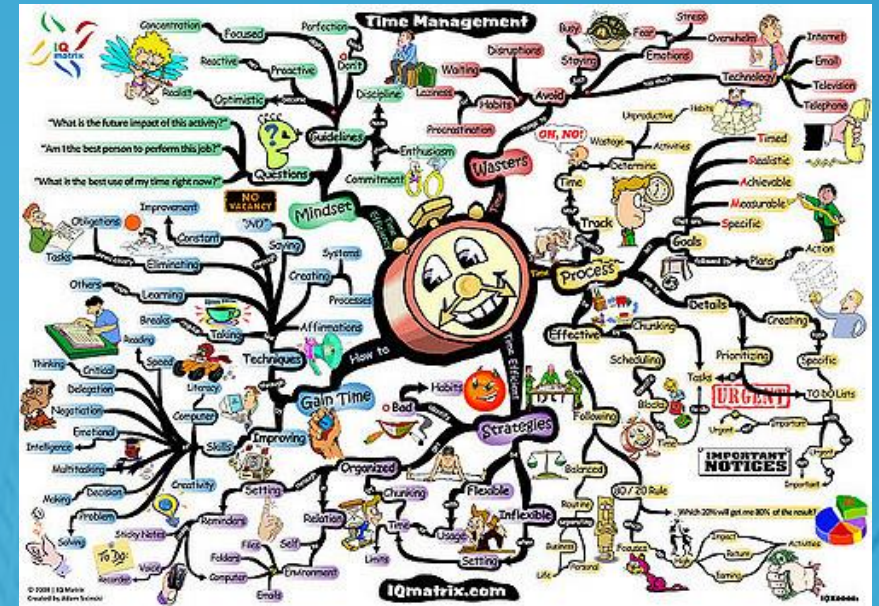
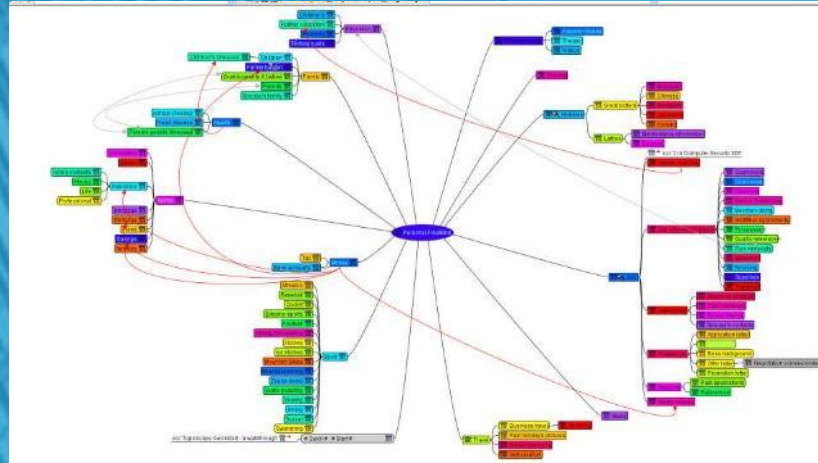
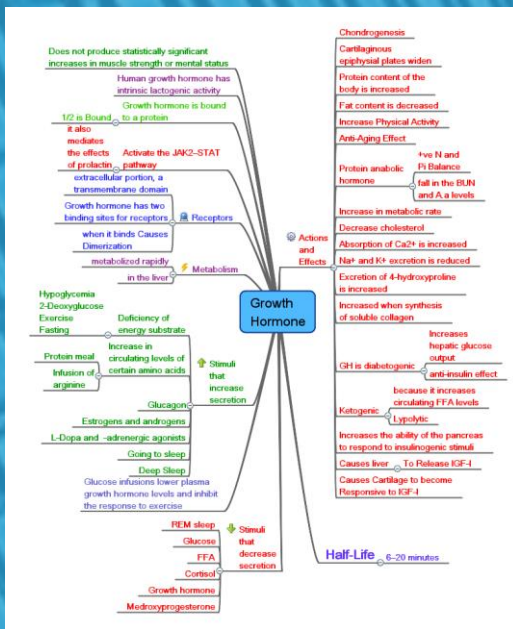


Tony Buzan, Creator of Mind Mapping

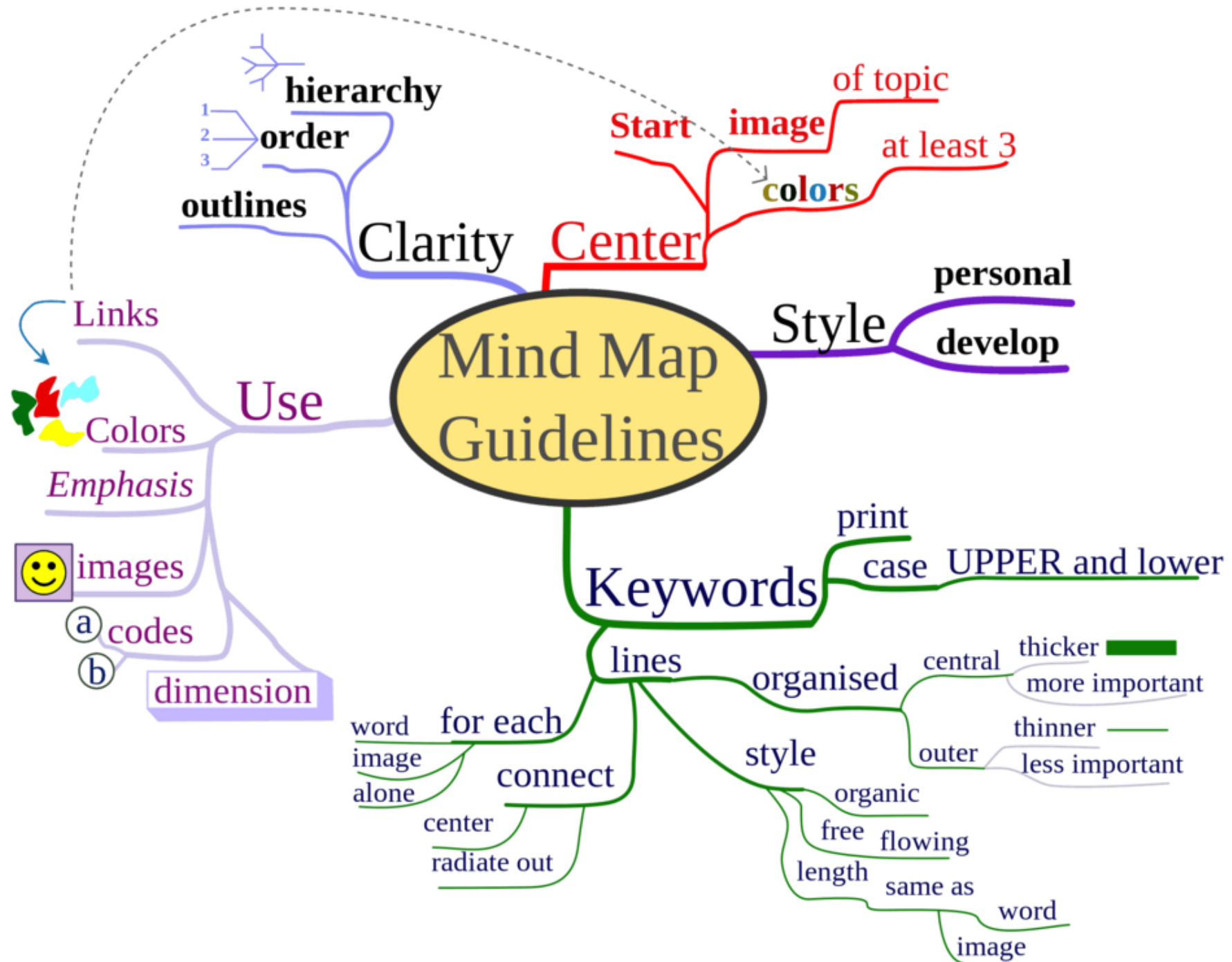
Definition

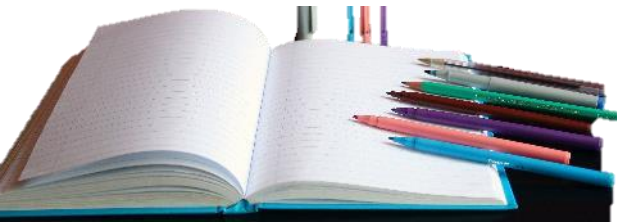















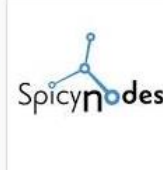

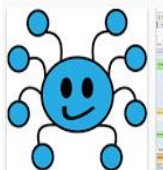





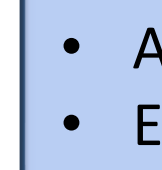
“A Mind Map is a powerful graphic technique which provides a universal key to unlock the potential of the brain. It harnesses the full range of cortical skills – word, image, number, logic, rhythm, colour and spatial awareness – in a single, uniquely powerful manner. In so doing, it gives you the freedom to roam the infinite expanses of your brain. A Mind Map can be applied to every aspect of life where improved learning and clearer thinking will enhance human performance.”



These are mind maps.





 XMind GNU Lesser ...	 MindManager Proprietary s...	 FreeMind GNU General ...	 Buzan's iMindMap	 MindMeister Proprietary s...	 Mindomo	 MindView	 Coggle Freeware	 MindMapper
 TheBrain	 Visual Mind Commercial ...	 Compendium GNU Lesser ...	 3D Topicscape	 SpicyNodes	 WiseMapping			
 MindMup	 ConceptDraw MINDMAP Proprietary s...	 Lucidchart	 SmartDraw Proprietary s...	 Mind42	 Visual Understandin... Educational ...	 Freeplane GNU General ...		

Considerations

- Free or Paid?
- Online or Offline?
- App?
- Export and Import?

Draw or use **Mind Mapping Software**

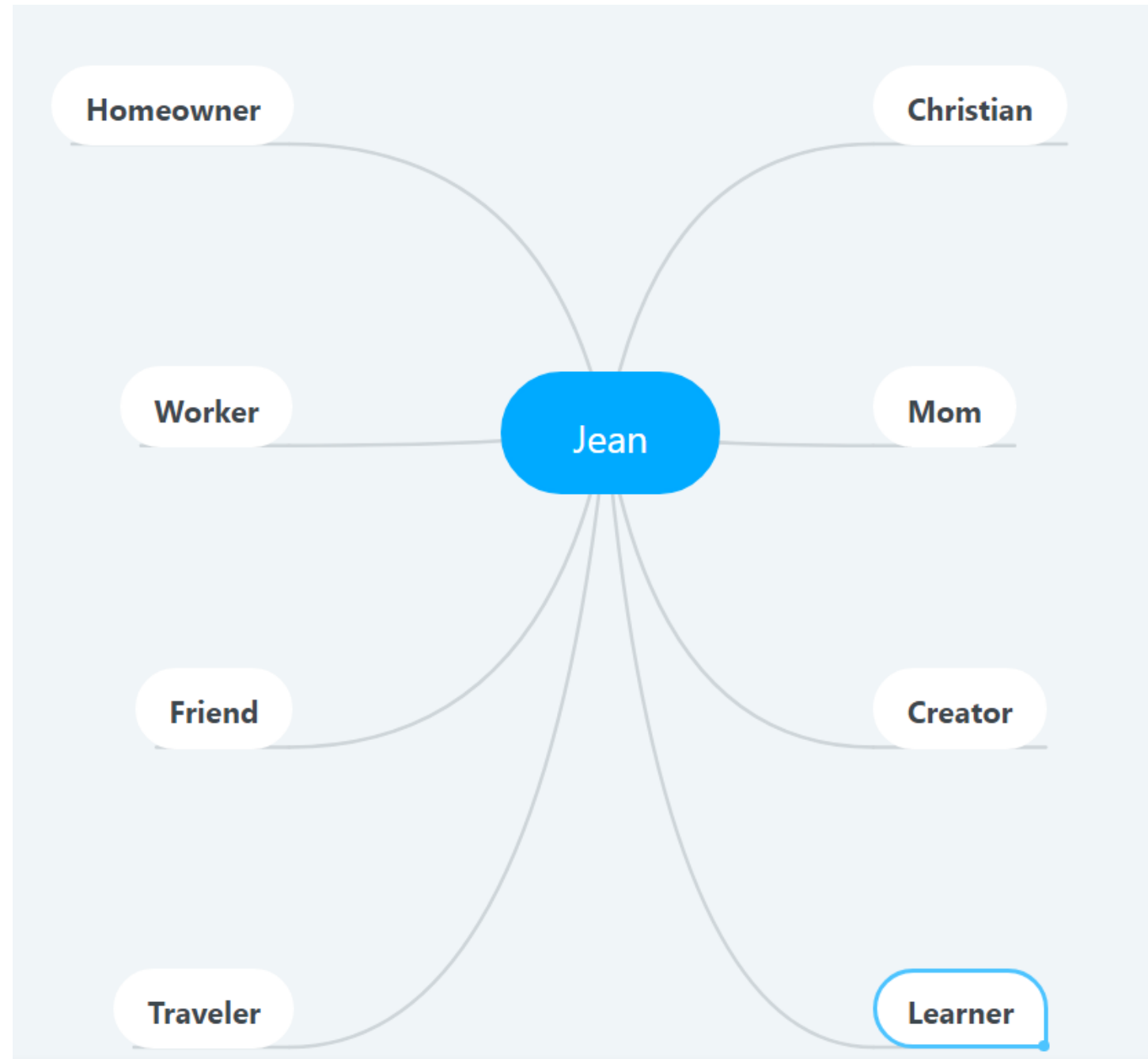
LET'S CREATE ONE

1. Draw an oval in the center of your paper
2. Write your name in the oval

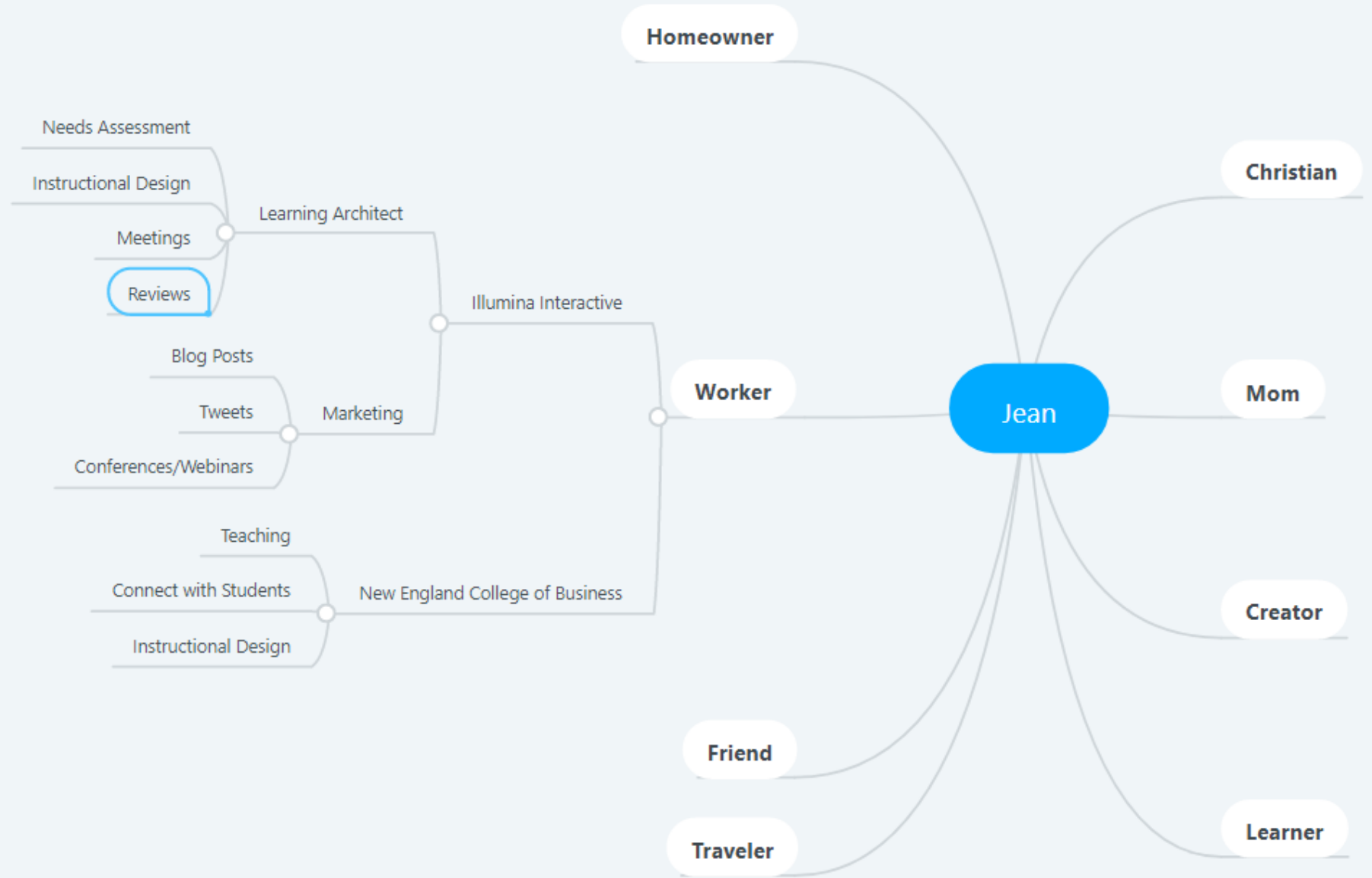
Jean



Add your key
roles around
your name

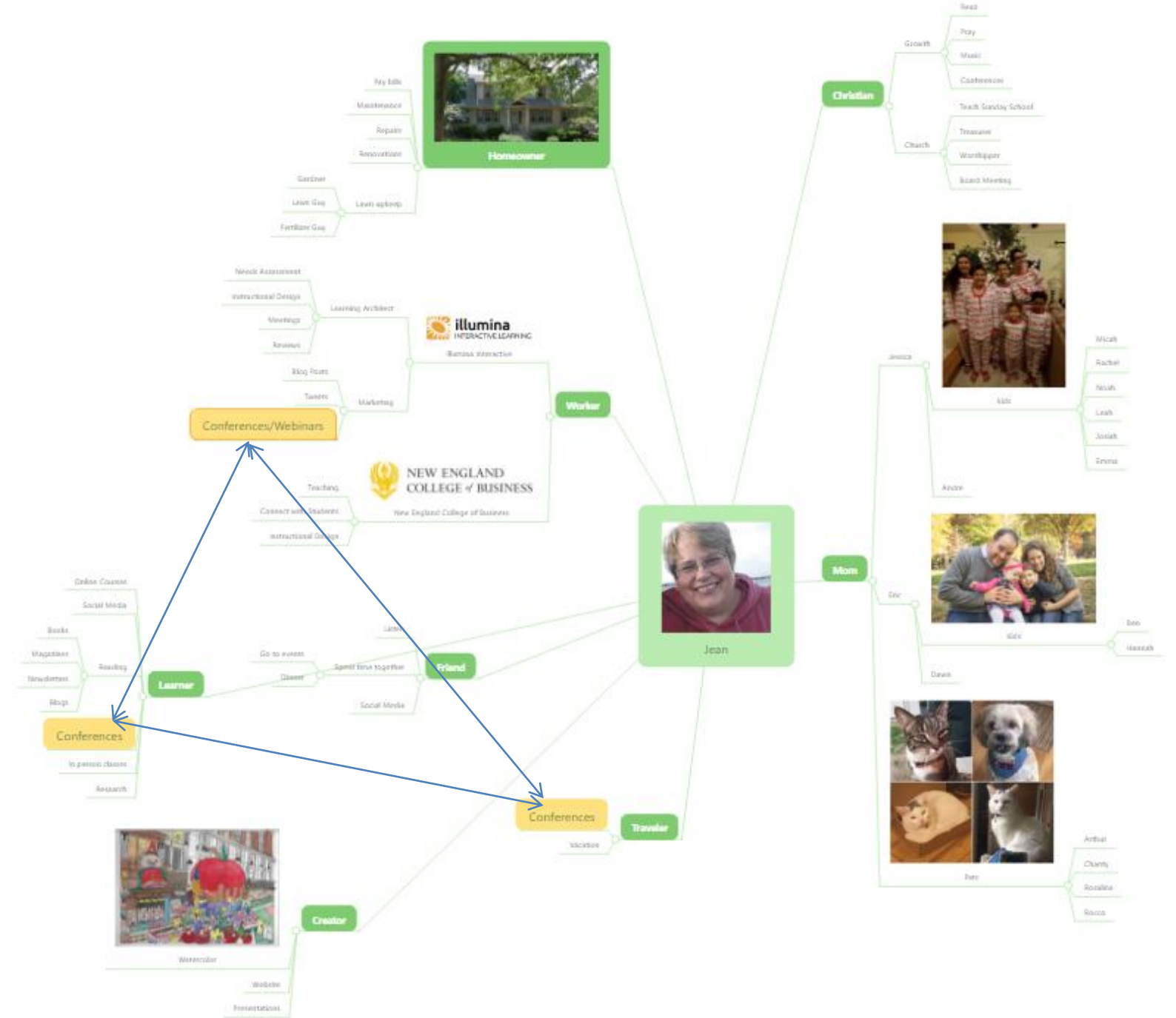


Build the branches and twigs



Expand.
Add Pictures.
Add Color.

Look for
Relationships.



NEEDS ASSESSMENT



ASK THE RIGHT QUESTIONS



QUESTIONS

Who needs the training?

What do they need to know and do?

When do they need to know and do it?

Where do they need to know and do it?

Why do they need to know and do it?

How do they need to know and do it?

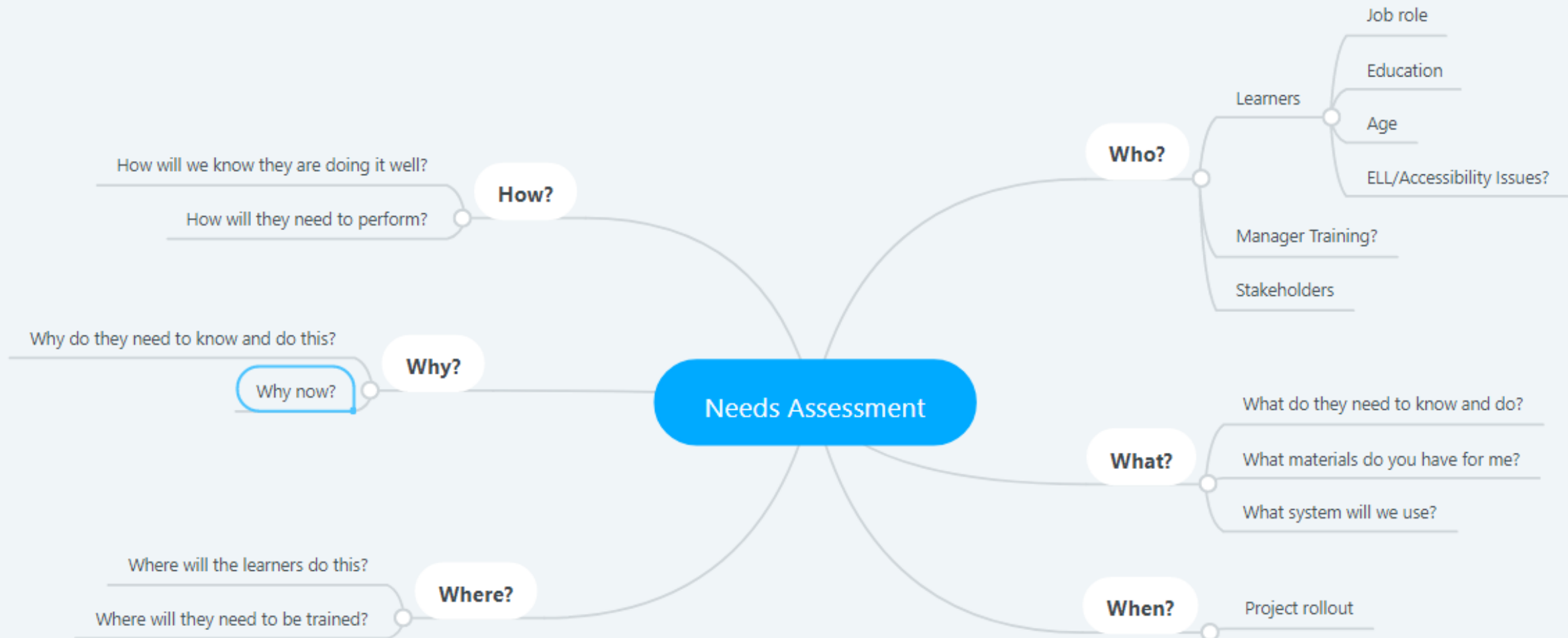




ASK THE RIGHT PEOPLE

Get all the stakeholders
together to brainstorm

Ask questions during the kickoff meeting





WHAT IS THE GOAL?

**IN THE END,
WHAT DO YOU WANT
YOUR LEARNER TO
KNOW
AND DO?**

How Proficient Must They Be?

Gloria Gery, 1991





Before you leave **DOCUMENT**

BUSINESS GOAL

WHY you are doing this

COURSE GOAL

What the learner should know and be able to do

INSTRUCTIONAL DESIGN 101

GOAL

In the end, the learner will
KNOW _____ and be able to
(DO) _____

GOAL

ESTABLISH THE GOAL

INSTRUCTIONAL DESIGN 101

GOAL

In the end, the learner will
KNOW _____ and be able to
(DO) _____

GOAL

OUTCOMES

Outcome 1

Outcome 2

Outcome 3

ADD OUTCOMES TO THE GOAL

INSTRUCTIONAL DESIGN 101

OUTCOMES

- Focus on the learner
- End state results
- WIIFM

At the end of this lesson, you should be able to use the style features of Word to create professional looking documents.

Focus on **DOING**
Practical application

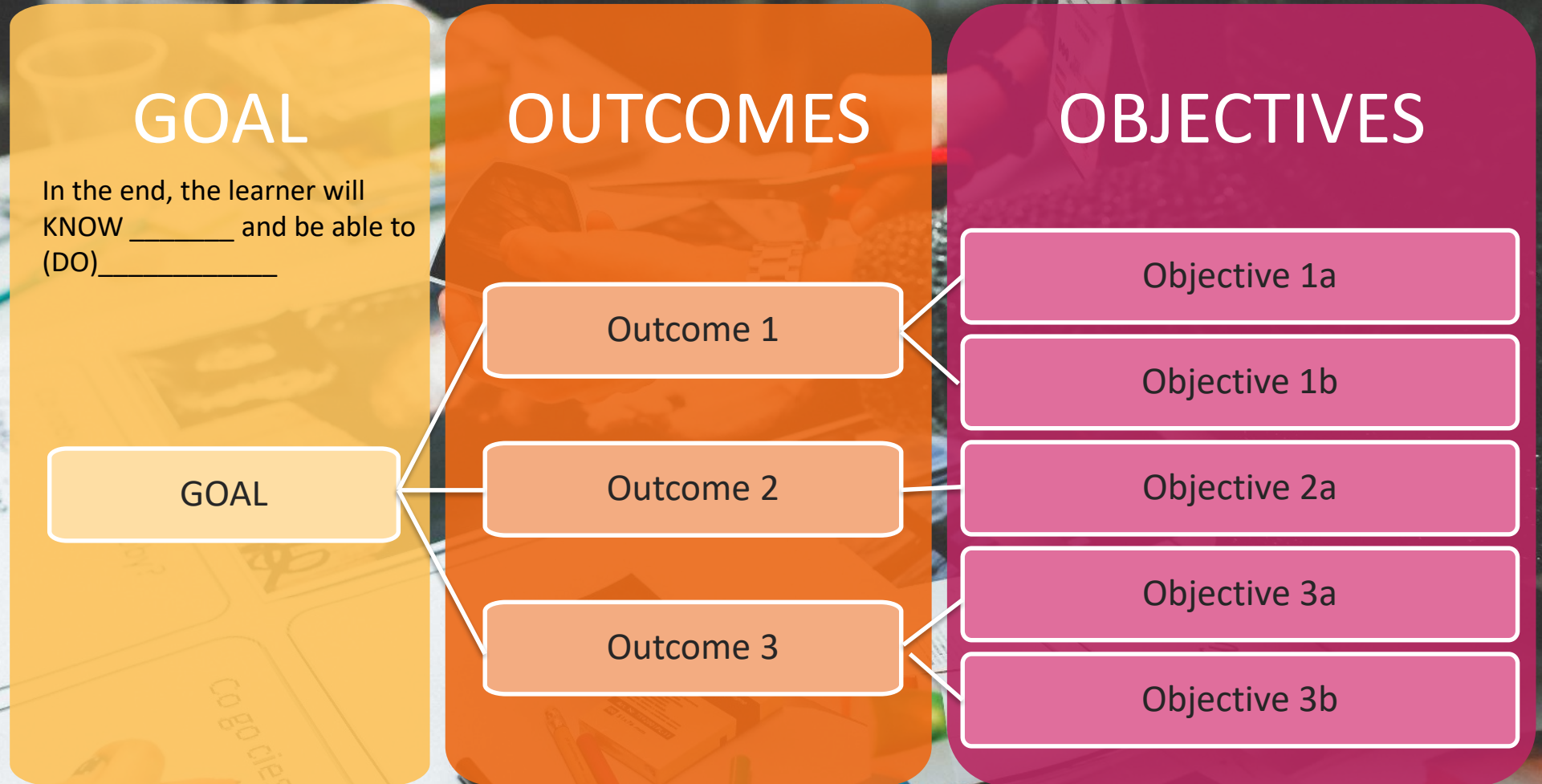
OBJECTIVES

- Focus on the teacher/designer
- Lesson plans
- How we get there

In this lesson, you will learn how to use the Format Painter to copy font styles

Focus on **LEARNING**
Task based

INSTRUCTIONAL DESIGN 101



ADD OBJECTIVES TO EACH OUTCOME

GOAL

In the end, the learner will KNOW _____ and be able to (DO) _____

In the end, the learner will be able to select, assemble and measure ingredients to bake blueberry muffins

OUTCOMES

Learner will be able to

Assemble correct ingredients and supplies

Accurately measure ingredients and prepare for baking

Bake to proper doneness

OBJECTIVES

Learner will be able to

Locate correct supplies in pantry

Locate correct supplies in refrigerator

Locate measuring tools, bowls & baking pans

Measure liquid items

Measure dry items

Use appropriate tools for mixing

Mix to appropriate consistency

Pour appropriate amount into pan

Set oven temperature

Identify time in recipe

Locate and set oven timer

Determine doneness and adjust recipe

LET'S BAKE SOME BLUEBERRY MUFFINS



HOW DO YOU KNOW
THAT THEY KNOW?

ASSESSMENT

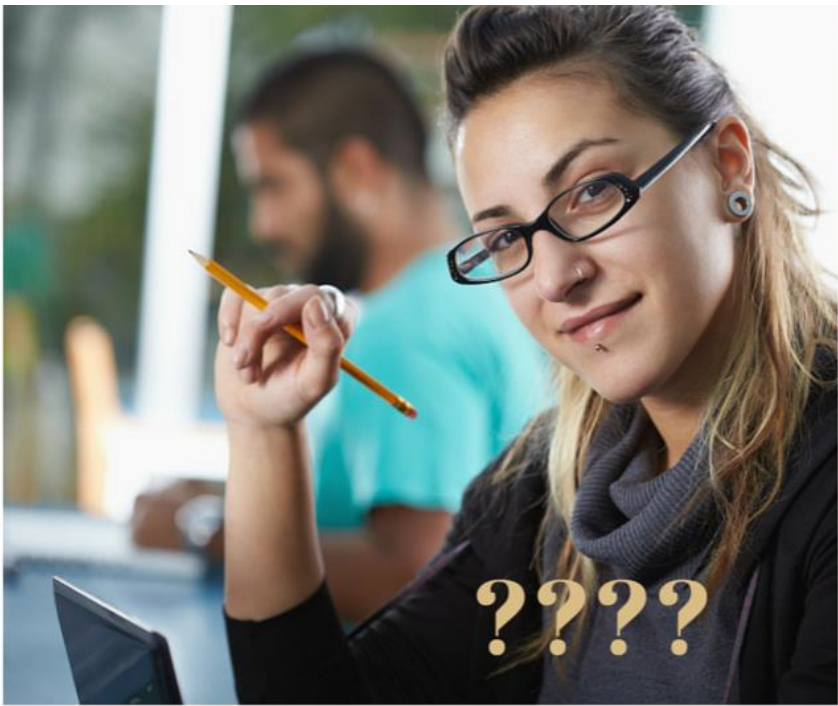


HOW DO THEY KNOW THAT THEY KNOW?

- Feedback
- Self measures
- Progress checks
- Reviews and

ASSESSMENT





?????



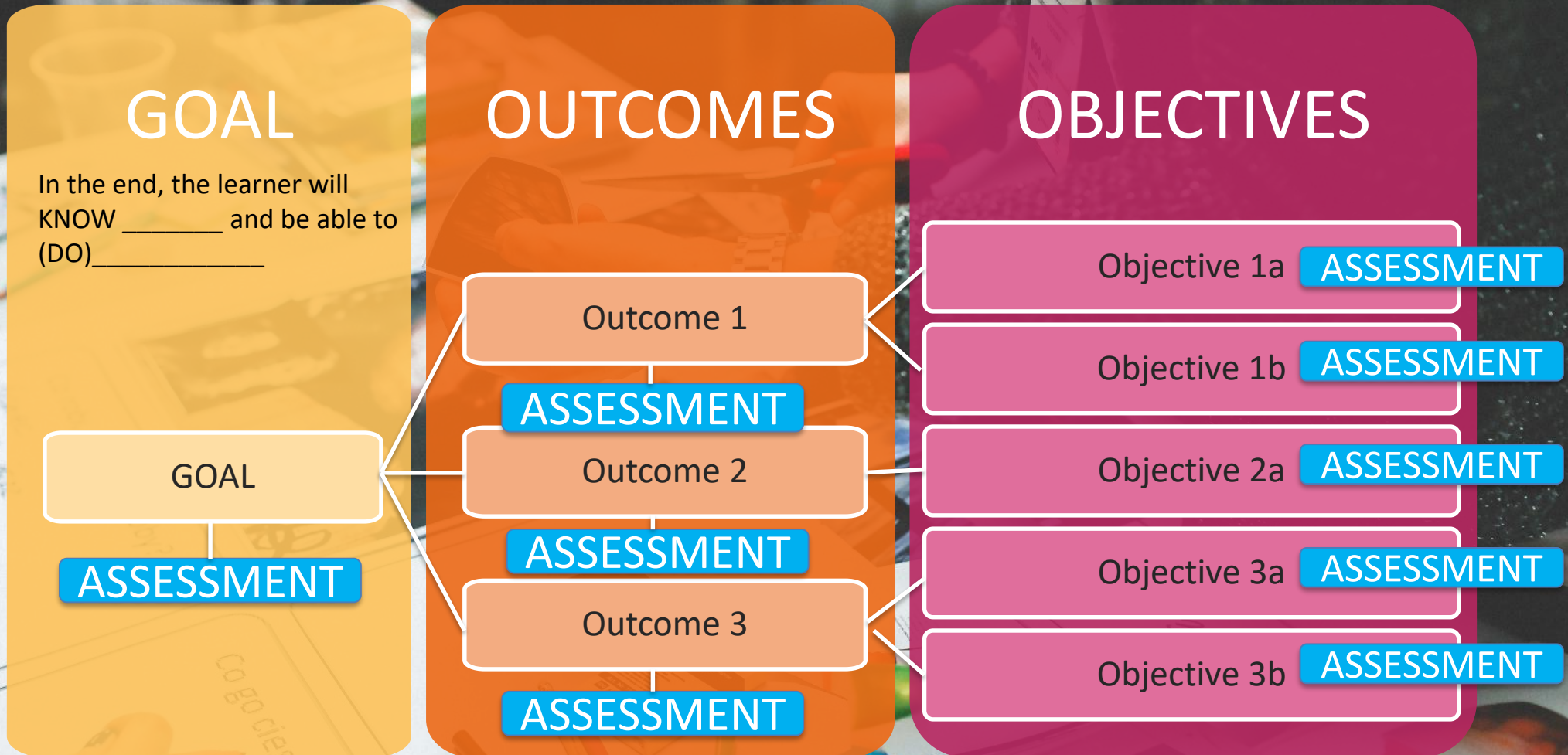
Eureka!



No sweat

HOW DO YOU
KNOW THAT
THEY KNOW
THAT THEY
KNOW?

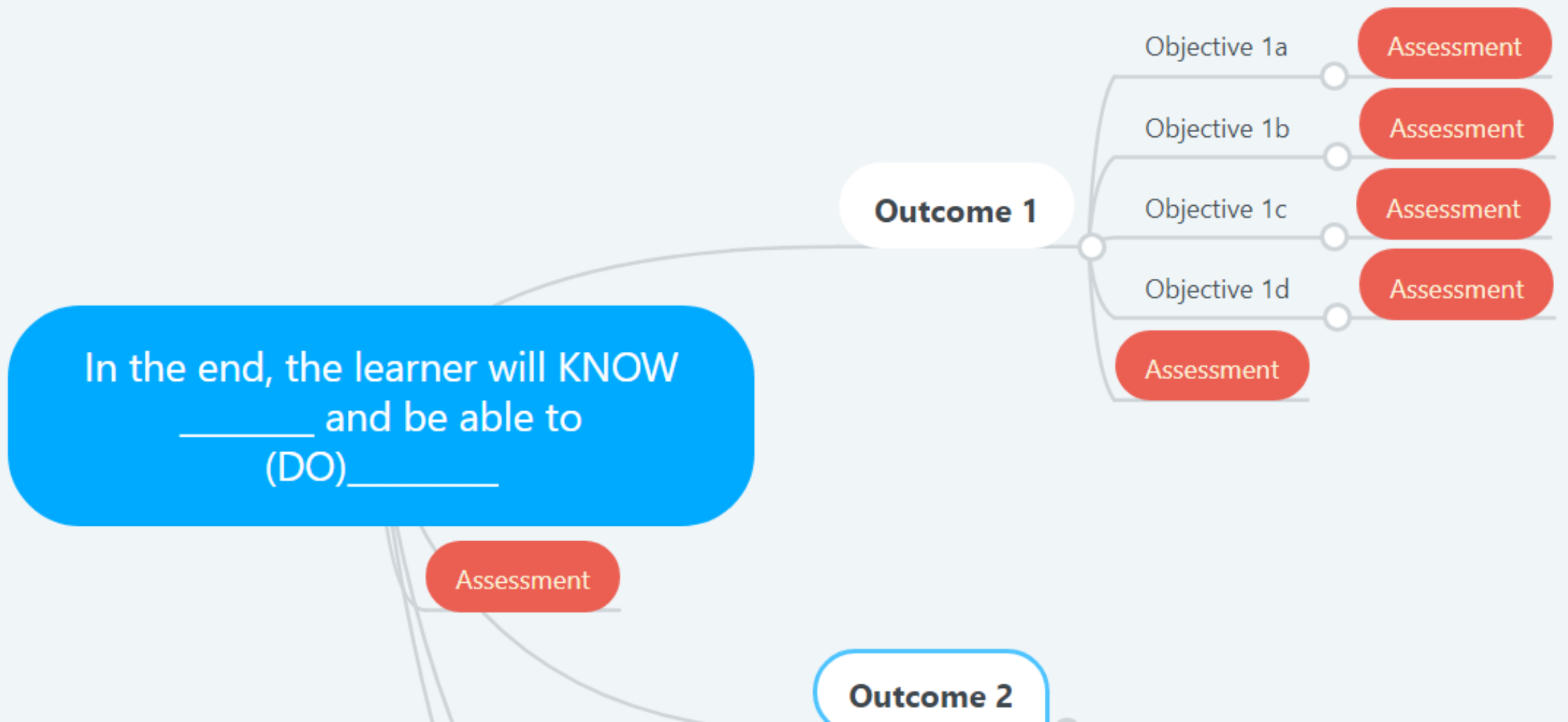
INSTRUCTIONAL DESIGN 101



ASSESS EACH COMPONENT

GOAL → OUTCOMES → OBJECTIVES → ASSESSMENTS

Now we add content and activities



Each objective has

- Content
- Activity
- Assessment

In the end, the learner will KNOW _____ and be able to (DO) _____

Assessment

Outcome 1

Objective 1a

Content

Activity

Assessment

Objective 1b

Content

Activity

Assessment

Objective 1c

Content

Activity

Assessment

Objective 1d

Content

Activity

Assessment



It takes 10,000 hours of practice to
become an expert in something.

Malcolm Gladwell, *Outliers*

T H E



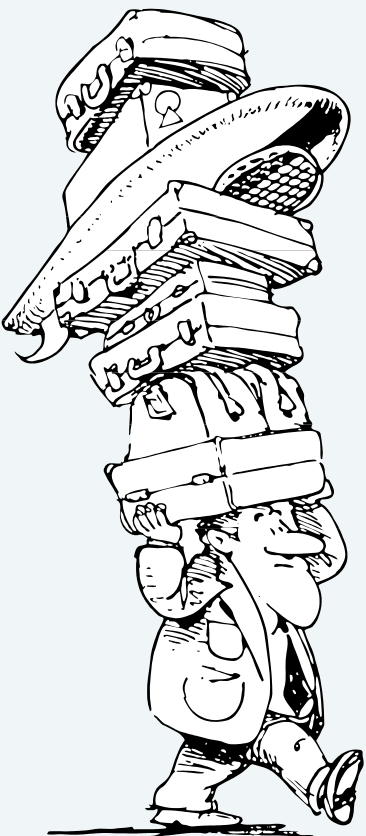
J U N K



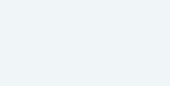
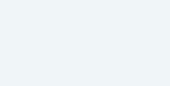
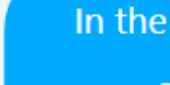
D R A W E R



IS IT ALIGNED?



Maybe



In the end, the learner will KNOW _____ and be able to (DO) _____

Assessment

Outcome 1

Objective 1a

Content

Activity

Assessment

Objective 1b

Content

Activity

Assessment

Objective 1c

Content

Activity

Assessment

Objective 1d

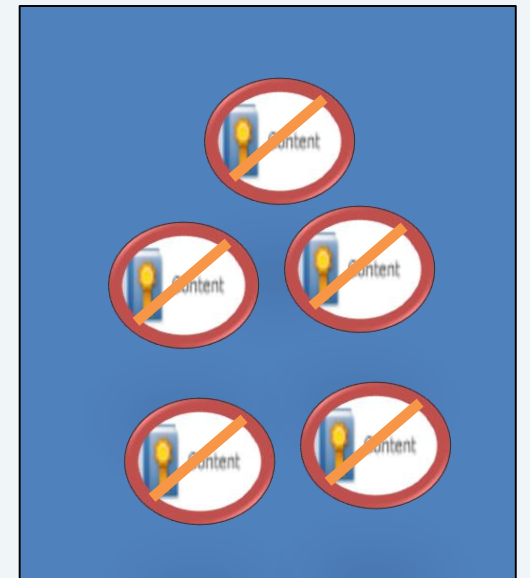
Content

Activity

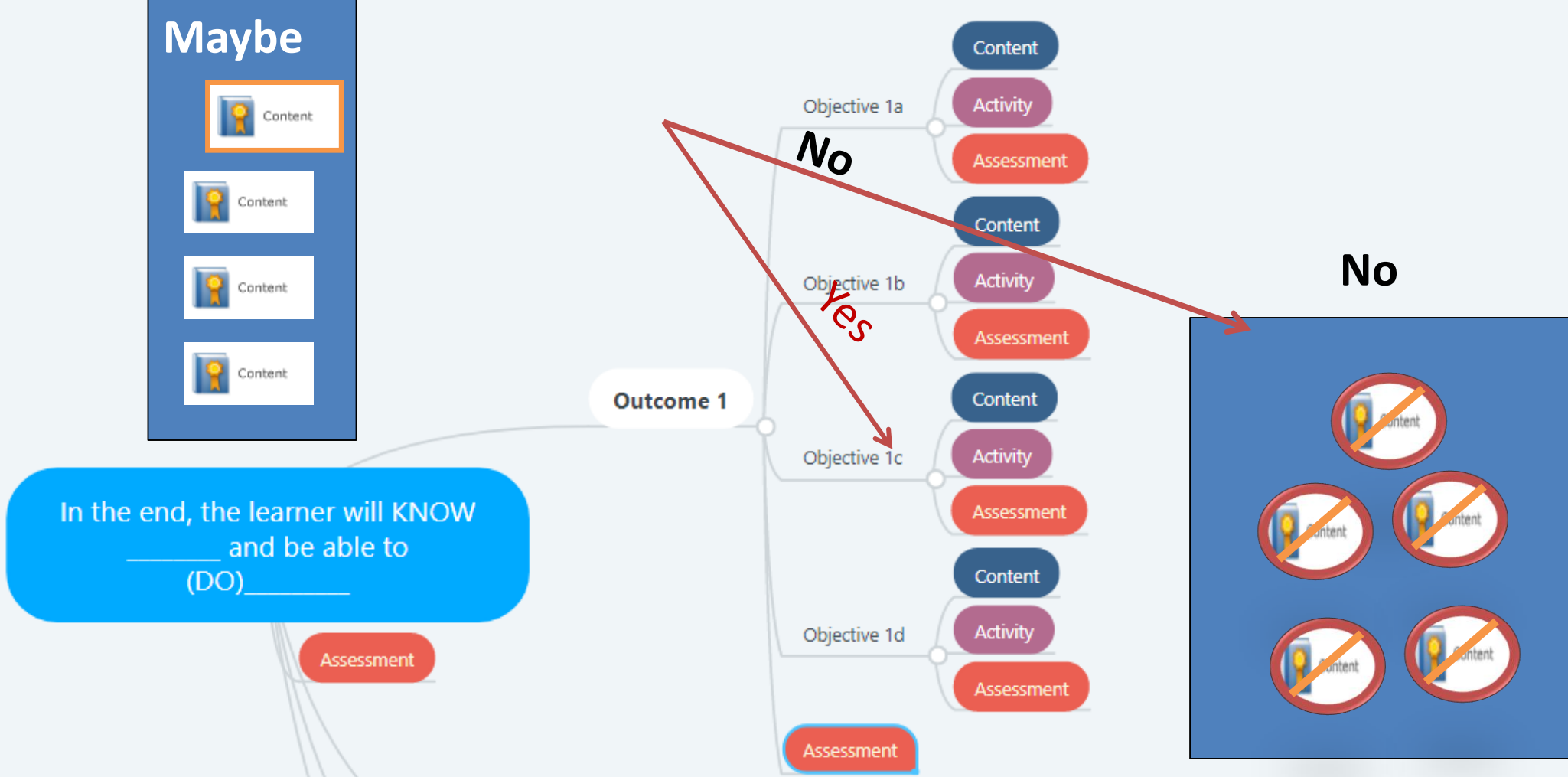
Assessment

Assessment

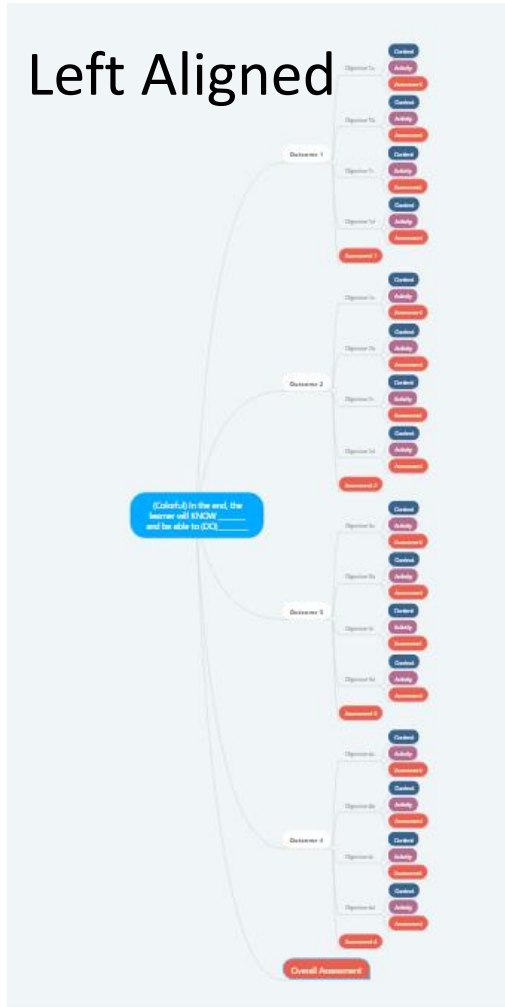
No



IS IT ALIGNED?



FINAL MIND MAP



REVIEW

Mind maps defined
Needs Assessment
Course Design

What are your keepers
from today?



TODAY'S GOAL

By the end of this workshop you should know what a mind map is and be able to create and leverage them for conducting needs assessment and designing courses.

CAN YOU?





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Thanks for coming, and completing your evaluation.