

STRATEGIES THATWORK

Intel® Learn Easy Steps for CALD learners

# Instructional Design Notes



The *Intel® Learn Easy Steps for CALD learners* project and the *Strategies That Work* resource kit were developed with the support of the Victorian Government.

The resource is filed at: <http://intelforcald.acfe.vic.edu.au/Resource+kit>

# STRATEGIES THAT WORK: INSTRUCTIONAL DESIGN NOTES

## Points to consider in developing materials to support CALD learners

### Language

- Use *Plain English* to make your materials accessible to the widest range of learners
- Provide definitions of technical terms eg hardware vocabulary, computer / word-processing verbs (scroll, delete etc)
- Repeat instructional language/vocabulary where possible to minimise amount of new language a learner needs to understand the instructions and complete the task
- Look for transferability of newly learned skills when introducing a new area / topic (eg. scrolling in Word, is the same as scrolling in a web page)

### The learners

- Who are the learners?
- What are their educational and cultural backgrounds; their English language levels?
- What are their needs and goals; their skills?
- How do they like to learn?

### Layout

- Help learners find their way through the material with
  - clear headings,
  - clear section breaks
  - instructions separated from text
- Use examples to illustrate what you want the learner to do. Separate these from text.
- Use visuals to explain, show, make the point clearer and more interesting; eg. screen shots, images of computer hardware, etc.
- Use white space to balance the content, organise the page, help to guide learners through the material and rest the eye

### Delivery tips

- Communicate clearly what learners are expected to know or be able to do as a result of an activity
- Use realia to provide exposure to different computers and familiar
- Provide good models and relevant real world tasks for practice activities


# STRATEGIES THAT WORK: INSTRUCTIONAL DESIGN NOTES

## Some Do's and Dont's

### Do's

- Begin instructions with a verb (eg. Read the text and answer the questions)
- Use appropriate and familiar language (ie for adults at their English language proficiency level)
- Repeat instructional language where possible
- Consider generic instructions (ie the kinds of instructions which learners will come across elsewhere)
- Address the learner directly as 'you'
- Sequence instructions clearly (numbers or bullet points help guide the eye)
- Consider highlighting important words (eg. Check your answers first)
- Use simple, short sentences or steps
- Provide examples and graphics to support instruction where appropriate
- Consider bilingual support where appropriate and possible

### Don't

- Overuse instructional icons (e.g. Webdings / Wingdings in Word: 
- Overuse callouts and text boxes
- Write instructions that are harder to understand than the exercise itself
- Ramble on
- Use jargon or ambiguous language
- Use your own idiosyncratic style / voice

### Some points on exercise types for your computer class

In every case, remember to consider: What is the purpose of the exercise and is this made clear to learners? Here are a few exercise types:

- Labelling
- Hands on practice (eg mouse skills)
- Matching
- Transfer from model on screen
- Vocabulary building

Make the practice activity exactly the same as the demonstrated / modelled one.

# STRATEGIES THAT WORK: INSTRUCTIONAL DESIGN NOTES

Getting started in Word

## Exercise

Let's open the Questions document again from the memory stick...

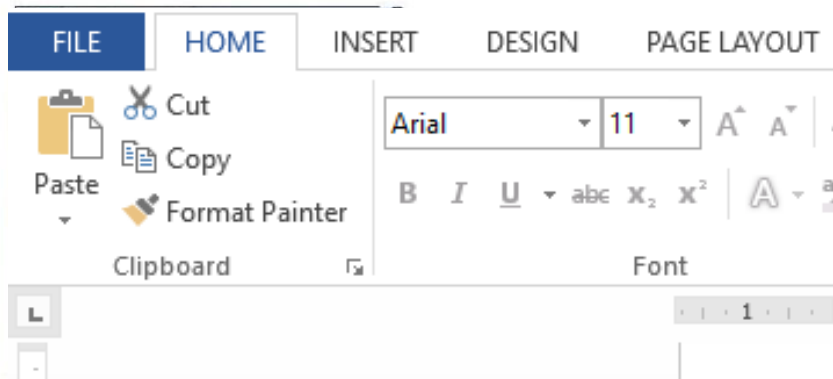
1 Click on the **FILE** and then click on **Open**

2 Open the file **Questions**

If you need help, look at page 17...

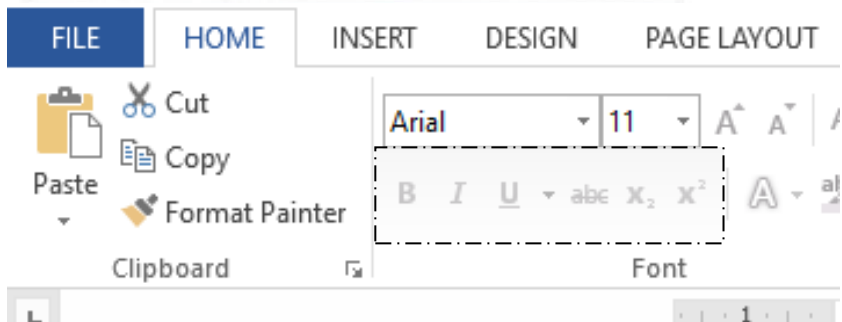
3 **DOUBLE CLICK** (click twice quickly) on the word **Questions**

When you can see a blue box behind the word, it is selected ...



Let's underline this word...

4 Click on the **Underline** U button on the **Home tab**



The word is underlined. It is still selected...



Let's make the word bold...

# STRATEGIES THAT WORK: INSTRUCTIONAL DESIGN NOTES

## An example of good Instructional Design

- use a linear structure and numbers or bullet points to help guide the eye

*Getting started in Word*

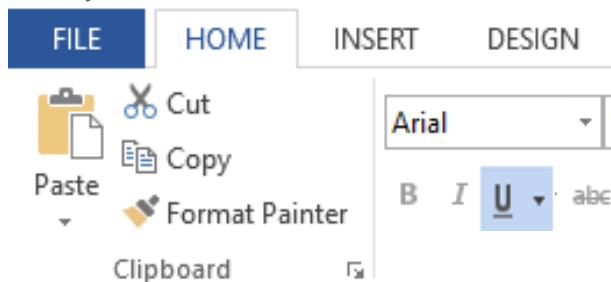
### Exercise

Let's open the Questions document again from the memory stick...

1 Click on the **Office Button** **FILE** and then click on **Open**

2 Open the file **Questions**  
*If you need help, look at page 17...*

3 **DOUBLE CLICK** (click twice quickly) on the word **Questions**  
*when you can see a blue box behind the word, it is selected...*



use examples to illustrate what you want the learner to do. Separate these from text, here with italics.

use plain English

give definitions of technical terms

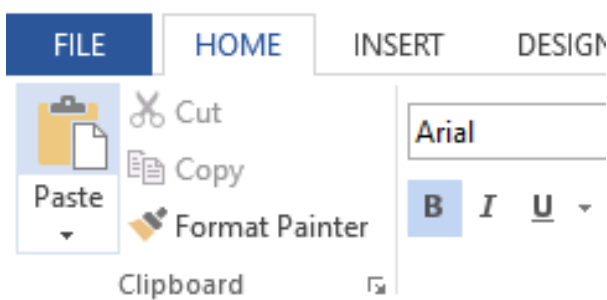
Let's underline this word...

4 Click on the **Underline** **U** button on the Home tab



use visuals

*The word is underlined. It is still selected...*



describe effects of instruction / action

Let's make the word bold...

- use plenty of white space to balance the content
- address the learner as 'you'
- begin instructions with a verb
- use simple, short sentences or steps
- repeat instructional language
- don't overuse callouts / text boxes