Foundations of Instructional Design – IDC1

Overview

Foundations of Instructional Design provides an overview of how to select the most appropriate learning theories, design processes, and instructional strategies based on learner audience, instructional setting, and current and desired state of learning.

Competencies

- Needs Analysis
  The graduate conducts a needs analysis to determine needs and interests of learners.

- Learner Analysis
  The graduate analyzes the population for whom the education program will be created to identify general characteristics that are important when developing instruction.

- Scope and Sequence
  The graduate develops a logical scope and sequence for an education program and formulates appropriate and measurable program objectives.

- Learning Theories
  The graduate explains how different learning theories apply to an instructional setting.

- Instructional Strategies
  The graduate applies knowledge of learning theories when selecting instructional strategies that will best assist in the learning process.

- Theories of Design
  The graduate examines the important elements of backwards design (understanding by design), teaching for understanding, and Gagne's nine events of instruction to plan instruction.

- Learning Assessment
  The graduate facilitates the development of a variety of techniques to assess learning.

Learning

Getting Started

Welcome to Foundations of Instructional Design. In this course you will acquire competency in the systematic process of instructional design which involves the analysis, design, development, implementation, and evaluation of instruction. This course is delivered in the WGU module-based learning platform and includes access to readings, videos, and other interactive learning components designed to help you develop competence in the subject area of instructional design. We encourage you to engage in the interactive Learning Checks that appear throughout the course to ensure that you understand the theories, design processes, and instructional strategies needed for effective instructional design. Your competency will be demonstrated by passing the associated objective assessment.

Assessments

- Pre-Assessment: Foundations of Instructional Design
  STATUS: Not Attempted
  # OF ITEMS: 26
  TIME ALLOCATED: 60 minutes
  CODE: PAIN

- Objective Assessment: Foundations of Instructional Design
  STATUS: Not Attempted
  # OF ITEMS: 23
  TIME ALLOCATED: 60 minutes
  CODE: IDC1

A score of Competent or Exemplary is required to pass all assessments. Passing a preassessment does not guarantee you will pass the high-stakes assessment.
On objective assessments, you will be charged a retake fee for the third attempt and every attempt thereafter. For more information [click here](https://my.wgu.edu/courses/course/9560002).