**A Step-by-Step Process for**

**Designing Digital Lessons**

**As Part of A Blended Solution**



# Step 1 Purpose Of The Digital Lesson

|  |  |
| --- | --- |
| **Duration** |  |
|  |  |
| **Targeted learners** |  |
|  |  |
| **Performance Gap** |  |
|  |  |
| **Pre**  **Requisites** |  |
|  |  |
| **Aim of**  **Training** |  |

# Step 2 Create The Lesson Objective

## Title of my Lesson module

**

## The objective of my Lesson module

**Task** *(What learners will be able to do)*

**Condition** *(When will they do this in the real world?)*

**Standard** *(How well ie if you were watching them perform this task, how would you know it was being done the way the organisation needed them to do it?)*

# Step 3 Imagine The Lesson Scenario

|  |
| --- |
| **Contextual Challenge/Real Life Situation (Scenario)** |
|  |

# Step 4 Create The Learning Cycle

|  |  |
| --- | --- |
| **Preparation**  *(Benefit to me the learner)* |  |
| **Presentation** |  |
| **Practice**  *(70-80%)* |  |
| **Performance** |  |

# Step 5 Lesson Format

## What application will be used to create this lesson?

|  |
| --- |
|  |