

I. Instructional Design Model, Instructional Strategy Comparison (95 points)

1. Prepare a well articulated and well organized comparative “article” (500-1000 word) which addresses the following questions:
 - a. What are the differences/similarities between an instructional strategy and an instructional design model?
 - b. Select 2 different instructional design models and describe the similarities and differences between these models. Evaluate the elements of these models in terms of ADDIE and make recommendations regarding the degree to which each of these models might accomplish solving an instructional problem. Prepare an organizational/comparative graphic to guide your analysis, and evaluation (see the below diagram).

	<p style="text-align: center;">Dick and Carey</p> <p style="text-align: center;">Dick and Carey Instructional Design Model</p>	<p style="text-align: center;">Understanding by Design Technology in the MYP</p> <p style="text-align: center;">The design cycle</p>
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- c. Select 2 different instructional strategies and describe the similarities and differences between them. Evaluate the elements of these strategies in terms of how they could be used to design and develop an instructional lesson or module. Prepare an organizational/comparative graphic to guide your analysis, and evaluation (see the below diagram).

<p style="text-align: center;">Problem-Based Learning Model</p>	<p style="text-align: center;">Adventure Learning Model</p> <p style="text-align: center;">Adventure Learning Model</p>
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Sample Comparison Criteria	Model 1	Model 2
Relative “student-		

centeredness”		
Assessment		
21 st Century Fluencies		
Ease of Use		

Submit the article to the Wiki Space for this course. The article will be evaluated using the “WikiArticleEvaluation”. You may work in small teams for this assignment. If you work in teams, it is recommended that you have a project manager or team leader who delegates and organizes the project. Post article to your group class wikispace and link to the class wikispace @ <http://ed533.wikispaces.com/>

Some examples of instructional design models and instructional strategies are as follows:

(Action Research; Activity Theory; Anchored Instruction; Andragogy; Cognitive Apprenticeship; Cognitive Flexibility Theory; Generative Learning; Computer Supported Collaborative Learning (CSCL); Computer Supported Intentional Learning Environments (CSILE); Conversation Theory; Discovery Learning; Inquiry Teaching; Interpretation Construction (ICON); Mind Tools; The Minimalist Model; Maria Montessori; Problem-Based Learning (PBL); The Project Method; Play; Role Play; Roger Schank Case-Based Reasoning; Schema Theory; Situated Cognition; Observational (Social) Learning Theory; Structural Knowledge) visit http://carbon.cudenver.edu/~mryder/itc_data/idmodels.html for more background, details and descriptions on these models.

2. Make a short presentation to classmates regarding the model you selected. Please be sure to bring a graphic of your model to share. (time permitting)