Curriculum Development

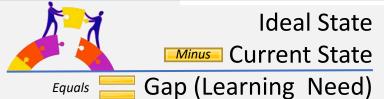
- What is the educational purpose?
- What experiences are needed to achieve the purpose?
- How are experiences organized?
- How is success determined?

Problem Identification

What problem needs solved?



Needs Analysis



Learner Analysis

"The most important single factor influencing learning is what the learners already know. Ascertain this and teach them accordingly." David Ausubel (1969)

Goals and Objectives

3 Domains of Learning

Practical

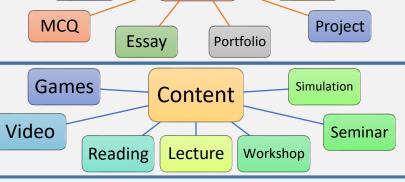
- Cognitive
- **Psychomotor**

Simulation

Affective

WHO will do WHAT by WHEN and HOW WELL under WHAT CONDITIONS

Assessment Strategy



Assessment

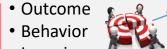
Educational Strategies

Implementation

Pilot Revise **Implement**



Evaluation



Learning



Did it fix the problem?

Resources

- Dick W, Carey L. Carey JO. The Systematic Design of Instruction (8th Ed. Loose Leaf Version). Boston: Pearson; 2015.
- Gagne RM, Wager WW, Golas KC, Keller JM. Principles of Instructional Design. 8th ed. Belmont, CA: Wadsworth/Thomson; 2005.
- Kirkpatrick, D.L. (1998). Evaluating Training Programs. 2nd ed. San Francisco: Berrett-Koehler; 1998.
- Thomas PA, Kern DE, Hughes MT, Chen BY. Curriculum Development for Medical Education: A six-step Approach. 3rd Ed. Baltimore: Johns Hopkins University Press; 2016.
- Tyler RW. *Basic Principles of Curriculum and Instruction*. Chicago: University of Chicago Press; 1949.

Designed by David Rodgers (2022) – Indiana University Available at: https://hsbsim.iu.edu/center-resources/create-course/index.html