

ANCC - Educational Design Components

1. A possible educational activity is identified.
2. A decision is made to proceed.
3. Objectives are identified and refined
4. A suitable format is designed.
 - Learning resources are selected.
 - A leader or group of leaders is chosen.
 - Methods are selected and used.
 - A time schedule is made.
 - A sequence of events is devised.
 - Social reinforcement of learning is provided.
 - The nature of each individual learner is taken into account.
 - Roles and relationships are made clear.
 - Criteria for evaluating progress are identified.
 - The design is made clear to all concerned.
5. The format is fitted into larger patterns of life.
 - Learners are guided into or out of the activity both at the beginning and subsequently.
 - Life styles are modified to allow time and resources for the new activity.
 - Financing is arranged.
 - The activity is interpreted to related publics.
6. The program is carried out.
7. The results of the activity are measured and appraised.
8. The situation is examined in terms of the possibility of a new education activity.

ANCC - Educational Design Elements

Assumptions			Design Elements		
	Pedagogy	Andragogy		Pedagogy	Andragogy
Self-concept	Dependency	Increasing self-awareness	Climate	Authority oriented Formal Competitive	Mutuality Respectful Collaborative Informal
Experience	Of little worth	Learners are a rich resource for learning	Planning	By teacher	Mechanism for mutual planning
Readiness	Biological development social pressure	Developmental tasks of social roles	Diagnosis of Needs	By teacher	Mutual self-diagnosis
Time Perspective	Postponed application	Immediacy of application	Formulation of Objectives	By teacher	Mutual negotiation
Orientation to Learning	Subject Centered	Problem centered	Design	Logic of the subject matter ----- Content Units	Sequenced in terms of readiness ----- Problem Units
			Activities	Transmittal techniques	Experiential techniques (inquiry)
			Evaluation	By teacher	Mutual re-diagnosis of needs ----- Mutual measurement of program