



# Take Your Library Instruction Online!

## The Design for Learning Program

Since 2015, Design for Learning has been teaching library workers how to design instruction and teach online. Our first two cohorts included participants from all types of libraries, subject specializations, and library experience levels, all over the country. Based on their experiences with the program, now we're making it even better! In May 2017, we launched a new on-demand version of the program, available through WebJunction.org.

[design4learning.info](http://design4learning.info)



Free online program for library workers to learn how to teach online!

7 Modules available online for free at

 **WebJunction**<sup>®</sup>  
The learning place for libraries.

[bit.ly/D4L-WJ](http://bit.ly/D4L-WJ)

1

### Orientation

(2 weeks) Students are introduced to the learning management system, the structure of the series, other technology they can use throughout the series, and each other.

2

### Foundation

(6 weeks) Dr. Marilyn Arnone takes students through an overview of the instructional design process, with a range of perspectives and terms, including Universal Design for Learning. Then she leads students step-by-step through a 7 step process to draft an instructional design plan for their own project.

3

### Diversity

(4 weeks) Dr. Lorie Roy shares key concepts to help learners draft their own definition and expand their observance and practice of diversity as online learners and teachers.

4

### Community

(4 weeks) Arden Kirkland guides learners to explore a variety of social media tools for discussion and interaction in order to consider the importance of social presence and a sense of community in increasing student engagement.

5

### Content Creation

(4 weeks) Lori Bell provides resources for learners to develop content with best practices for chunking, storyboarding, layout, scripting, and recording, focusing on screencasts.

6

### Course Management

(2 weeks) Samantha Settimio helps students to organize their course materials for an online environment, considering different Learning Management Systems or LMS alternatives and planning for communication, assessment, and feedback.

7

### Capstone

(6 weeks) Learners continue to build on the work from all the previous models to finish all the content for their own online unit and test it with a small group of pilot students.

## 7 Top Lessons Learned So Far

**1 Find a buddy or a group.** Interaction with other participants means increased confidence: people to reach out to, to ask questions, share ideas, and get feedback.

**2 Learn how to teach online from being a student online.** This will help you to understand your students' experience. D4L instructors try to be very transparent about their own process, so participants can see both the student and teacher side.

**3 Even in a self-paced course, set a schedule!** Learners who go through without at least setting personal deadlines don't make it very far. Be realistic about your other commitments and work around them.

**4 Start at the beginning of the month** (for our 4 week modules). Without specific due dates, this will help to keep track of weekly expectations and to be starting in sync with other learners.

**5 Plan extra time** - Life and work get in the way. For your first time through developing online instruction, much of the process will be new to you and will take longer. Don't worry: with practice, you will streamline your process and get faster.

**6 Follow Universal Design for Learning** - it provides principles that we can apply to all aspects of online learning.

**Try a variety of tools and environments for interaction.** Everyone's comfort level varies between video chats, typed-in discussion forums, or sharing resources through social media.

**7 Pay attention to formative assessment and formative evaluation.** They can guide you to conduct an "intervention" if the unit isn't going as planned. Don't wait until it's too late to turn things around!



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[design4learning.info](https://design4learning.info)

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of Capstone Projects,  
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Design for Learning: 21st Century Online Teaching and Learning Skills for Library Workers (D4L) is an online continuing education project. It is developed as a partnership among the South Central Regional Library Council ([scrlc.org](https://scrlc.org)), Syracuse University's School of Information Studies ([ischool.syr.edu](https://ischool.syr.edu)), and the Empire State Library Network ([esln.org](https://esln.org)).

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