Relevant Course Assignments and Competency Alignment
(aka The Bingo Sheet)

This document is to be used as a guide to help you; the assignments listed below are not all-inclusive. Similarly, course developers/ instructors may modify assignments from time to time, rendering some listings unsuitable for a particular competency. In addition, outside artifacts (design, performance, workplace, educational, other) may be used for the competencies. All workplace artifacts must be accompanied by documentation from a supervisor confirming that the work is yours.

--REQUIRED COURSES--

EDCI 572			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Design Documents
		Apply appropriate motivational design principles	Discussions focused on the use of motivational theories to make design choices; design documents (if motivational principles are applied)
	Design Learning Assessment	Identify the learning processes and outcomes to be measured	Design Documents
		Ensure that assessment is aligned with instructional goals, anticipated learning outcomes, and instructional strategies	Design Documents

EDCI 531			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Final synthesis paper/project demonstrating and applying new tech skills in ID practice. Weekly learning activities and peer feedback scenarios demonstrating learning theories for different situations.

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EDCI 528			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Design Instructional Interventions	Apply appropriate interaction design and interactive learning principles	Design and Develop HPT Solutions and Evaluation Plan
	Select or modify existing instructional materials	Identify and select existing materials that support the content analyses proposed technologies, delivery methods, and instructional strategies	Design and Develop HPT Solutions and Evaluation Plan
	Develop Instructional Materials	Produce instructional materials in a variety of delivery formats	Design and Develop HPT Solutions and Evaluation Plan; job aid
		Develop materials that align with the content analyses, proposed technologies, delivery methods, and instructional strategies	Design and Develop HPT Solutions and Evaluation Plan

EDCI 564			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Select or modify existing instructional materials	Identify and select existing materials that support the content analyses proposed technologies, delivery methods, and instructional strategies	Technology Integration Final Project
		Integrate existing instructional materials into the design	Technology Integration Final Project
	Develop Instructional Materials	Produce instructional materials in a variety of delivery formats	Applied Technology Project; Technology Integration Final Project
		Develop materials that align with the content analyses, proposed technologies, delivery methods, and instructional strategies	Applied Technology Project; Technology Integration Final Project
	Systematic Design	Specify and sequence the anticipated learning and performance outcomes	Weekly discussions

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	Design Learning Assessment	Ensure that assessment is aligned with instructional goals, anticipated learning outcomes, and instructional strategies	Technology Integration Final Project

EDCI 577			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Instructional Design and Development Process	Select or create an instructional design process based the nature of the project	Evaluation Plan
	Select or modify existing instructional materials	Identify and select existing materials that support the content analyses proposed technologies, delivery methods, and instructional strategies	Evaluation Plan

EDCI 672			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Instructional Design and Development Process	Select or create an instructional design process based the nature of the project	Case Studies (selection or creation of ID process based on project)
		Modify the instructional design process as project parameters change	Case Studies (how to change ID process as project changes)
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Case Studies (demonstrating learning theories for different situations)

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EDCI 569			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Instructional Design and Development Process	Select or create an instructional design process based the nature of the project.	Project Plan (EDCI 569 if taken in Spring 2021 or later)
	Systematic Design	Identify and sequence instructional goals	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021), Project Plan (EDCI 569 if taken in Spring 2021 or later)
		Specify and sequence the anticipated learning and performance outcomes	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021), Project Plan (EDCI 569 if taken in Spring 2021 or later)
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021), Project Plan (EDCI 569 if taken in Spring 2021 or later); weekly discussions
		Apply appropriate interaction design and interactive learning principles	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021), Project Plan (EDCI 569 if taken in Spring 2021 or later); weekly discussions
		Use appropriate message and visual design principles	Project Plan (EDCI 569 if taken in Spring 2021 or later)
		Apply appropriate motivational design principles	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021)
	Select or Modify Existing Instructional Materials	Identify and select existing materials that support the content analyses proposed technologies, delivery methods, and instructional strategies	Project Plan (EDCI 569 if taken in Spring 2021 or later)
		Integrate existing instructional materials into the design	Project Plan (EDCI 569 if taken in Spring 2021 or later)
	Develop Instructional Materials	Produce instructional materials in a variety of delivery formats	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021), Project Plan (EDCI 569 if taken in Spring 2021 or later)
		Develop materials that align with the content analyses, proposed technologies,	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021), Project Plan (EDCI 569 if taken in Spring 2021 or later)

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		delivery methods, and instructional strategies	
	Design Learning Assessment	Ensure that assessment is aligned with instructional goals, anticipated learning outcomes, and instructional strategies	eLearning Project Proposal (EDCI 569 if taken prior to Spring 2021)

EDCI 573*			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Instructional Design and Development Process	Modify the instructional design process as project parameters change	Deliverables from practicum
	Systematic Design	Identify and sequence instructional goals	Deliverables from practicum
		Specify and sequence the anticipated learning and performance outcomes	Deliverables from practicum
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Deliverables from practicum
		Use appropriate message and visual design principles	Deliverables from practicum
	Develop Instructional Materials	Develop materials that align with the content analyses, proposed technologies, delivery methods, and instructional strategies	Deliverables from practicum

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--ELECTIVES--

EDCI 556			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Systematic Design	Identify and sequence instructional goals	Individual Game Document
		Specify and sequence the anticipated learning and performance outcomes	Individual Game Document
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Individual Game Document
		Apply appropriate interaction design and interactive learning principles	Individual Game Document
		Use appropriate message and visual design principles	Individual Game Document
	Select or modify existing instructional materials	Identify and select existing materials that support the content analyses proposed technologies, delivery methods, and instructional strategies	Individual Game Document
	Develop Instructional Materials	Develop materials that align with the content analyses, proposed technologies, delivery methods, and instructional strategies	Individual Game Document
	Design Learning Assessment	Identify the learning processes and outcomes to be measured	Individual Game Document

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EDCI 633			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Instructional Design and Development Process	Modify the instructional design process as project parameters change	Case studies focused on discussions or conversations related to modifying an ID process
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Case studies; weekly discussions
	Develop Instructional Materials	Produce instructional materials in a variety of delivery formats	Case studies; weekly discussions

EDCI 575			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Systematic Design	Identify and sequence instructional goals	Facilitation Plan
		Specify and sequence the anticipated learning and performance outcomes	Facilitation Plan
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Facilitation Plan
	Select or modify existing instructional materials	Identify and select existing materials that support the content analyses proposed technologies, delivery methods, and instructional strategies	Change Matrix
		Integrate existing instructional materials into the design	Change Matrix
	Develop Instructional Materials	Produce instructional materials in a variety of delivery formats	
		Develop materials that align with the content analyses, proposed technologies, delivery methods, and instructional strategies	
	Design Learning Assessment	Identify the learning processes and outcomes to be measured	
		Ensure that assessment is aligned with instructional goals, anticipated learning outcomes, and instructional strategies	

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EDCI 588			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Instructional Design and Development Process	Select or create an instructional design process based the nature of the project	Motivation Evaluation Instrument
	Systematic Design	Specify and sequence the anticipated learning and performance outcomes	Change Matrix Project; weekly discussions
	Design Instructional Interventions	Identify instructional strategies that align with instructional goals and anticipated learning outcomes	Change Matrix Project
		Apply appropriate interaction design and interactive learning principles	Change Matrix Project; Infographic Project
		Use appropriate message and visual design principles	Change Matrix Project; Infographic Project
		Apply appropriate motivational design principles	Motivation Evaluation Instrument; Change Matrix; Infographic Project; weekly discussions focused on the use of motivational theories to make design choices
	Design Learning Assessment	Identify the learning processes and outcomes to be measured	Change Matrix Project
		Ensure that assessment is aligned with instructional goals, anticipated learning outcomes, and instructional strategies	Change Matrix Project

EDCI 566			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Design Instructional Interventions	Apply appropriate interaction design and interactive learning principles	Digital Job Aid; weekly discussions
		Use appropriate message and visual design principles	Digital Job Aid or Digital Story; weekly discussions
	Select or modify existing instructional materials	Integrate existing instructional materials into the design	Digital Job Aid
	Develop instructional materials	Produce instructional materials in a variety of delivery formats	Digital Job Aid

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EDCI 591 Using Articulate			
Supra-Badge	**Sub-Badge**	**Challenge**	**Assignments**
Design and Development	Systematic Design 1	Identify and sequence instructional goals.	Storyboard, Final Project
		Specify and sequence the anticipated learning and performance outcomes.	Storyboard, Final Project
	Design Instructional Interventions 2	Identify instructional strategies that align with instructional goals and anticipated learning outcomes.	Final Project
		Apply appropriate motivational design principles.	Final Project
		Apply appropriate interaction design and interactive learning principles.	Weekly assignment – interactive events
		Use appropriate message and visual design principles.	Final Project
	Develop Instructional Material	Produce instructional materials in a variety of delivery formats.	Final Project
		Develop materials that align with the content analyses, proposed technologies, delivery methods, and instructional strategies.	Final Project
	Design Learning Assessments	Identify the learning processes and outcomes to be measured.	Storyboard, Final Project
		Ensure that assessment is aligned with instructional goals, anticipated learning outcomes, and instructional strategies.	Storyboard, Weekly assignment – quiz types