BACKWARD DESIGN FRAMEWORK
for Instructional Designers and eLearning Developers

SAM Phases

PREPARATION
BACKGROUND

DESIGN
PROTOTYPE
REVIEW

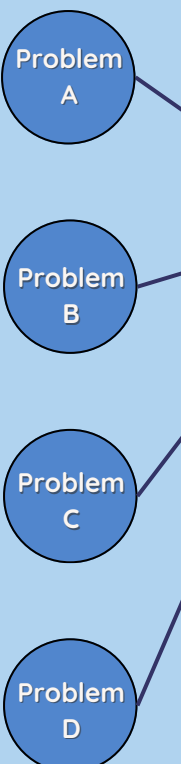DEVELOP
IMPLEMENT
EVALUATE

Merrill's "Pebble in the Pond" Design Phases
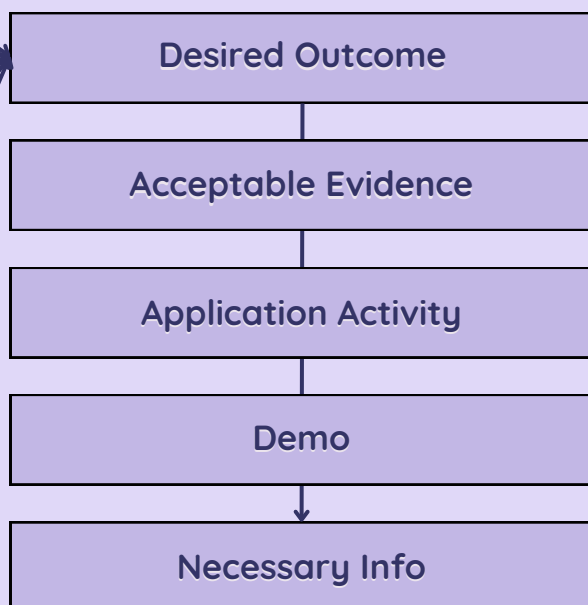
01
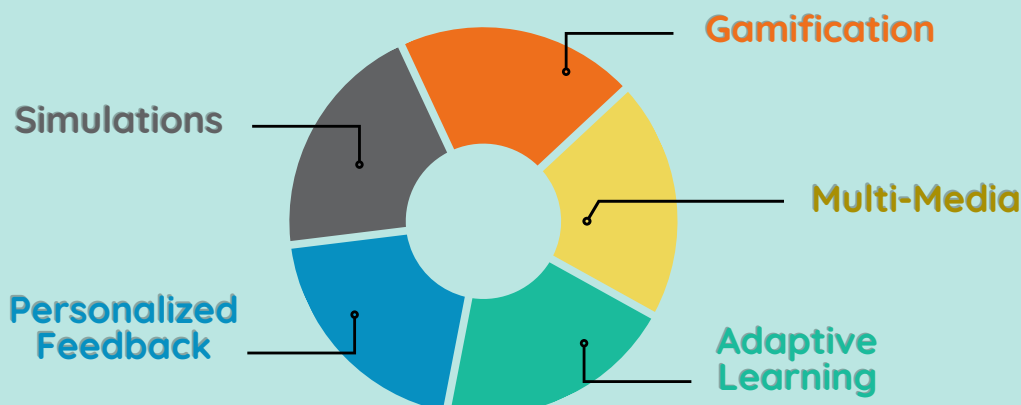Main Problem/Task Solved

02 — Design Progression of Problems
- Problem A
- Problem B
- Problem C
- Problem D

03
Design Instruction for Component Skills
(for each problem)

- Desired Outcome
- Acceptable Evidence
- Application Activity
- Demo
- Necessary Info

04
Design Instructional Strategy Enhancements
- Gamification
- Multi-Media
- Adaptive Learning
- Personalized Feedback
- Simulations

05
Finalize the Instructional Design
- Design Visuals
- Elements
- Interface
- Navigation
- Supplemental Material
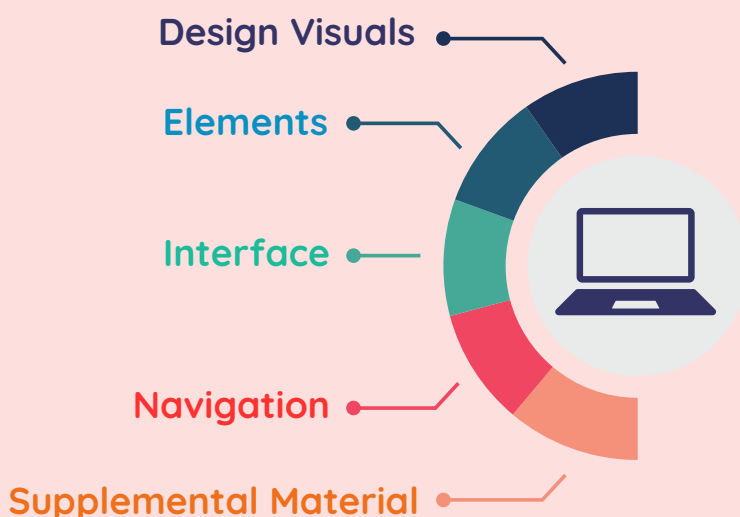
06
Design Evaluation - Test Prototype

Jim Neessen