1. Dick and Carey Design Model

The Dick and Carey (1996) uses a systems approach for designing instruction

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  o   starts by identifying instructional goals
  o   ends with summative evaluation
  o   focuses on specific objectives
  o   similar to that of software engineering

2. Hannafin and Peck Design Model

The Hannafin Peck (1987) a three phase process

Phase 1: perform a needs assessment
Phase 2: design
Phase 3: develop and implement instruction

N.B. All the phases involve a process of evaluation and revision.

3. Knirk and Gustafson Design Model

The Knirk and Gustafson (1986) – a three stage process

Stage 1: identify the problem and set instructional goals
Stage 2: design- develop objectives, set instructional objectives and specify strategies
Stage 3: develop materials

N.B. this can be used for individual lessons or units Focus on evaluation and development seems to come late in the process

4.Kemp Design Model

The Kemp (1994) – holistic approach to instructional design.

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  o   Includes all factors in the learning environment – subject analysis, learner characteristics, learning objectives, teaching activities, resources (computers, books, etc.), support services and evaluation
  o   Focuses on
     ▪   learner needs so the process is constantly under revision (iterative)
     ▪   content analysis
     ▪   support
     ▪   service

N.B. this model can also be used for individual lessons