Learning the Basics of Backward Design

Backward design is a process that instructors can use to design learning experiences and instructional techniques to achieve specific learning goals. Backward design begins with the outcome(s) of a unit or course—what students are expected to learn and be able to do—and then proceeds “backward” to create lessons that achieve those desired outcomes.

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Thursday, October 3 | 1 - 2:30 PM | RTECH: 314