



Planning and Designing your Course

1. Take the time to plan out your class first! **If you have a good plan**, then you will **spend less time modifying** your class later.
2. Think about class content and flow.
 - A. What kinds of activities will you include: lessons, lectures, labs, assignments, and presentations?
 - B. What learning materials do you want to incorporate?
 - C. What modules and topics do you want to cover and in which order?
 - D. What are your objectives for the students?
3. Review the set of Rogue Online (Bb) Tools and decide which of them will better fit the function of your class.
 - A. Which tools are more important to you?
 - B. Which ones are less important?
4. Draw a layout or outline of your class with an eye towards how the tools can be effectively used to better reach class objectives.

Do you want students to interact with each other? The discussion, chat, blog, wiki and e-mail tools are useful for this.

5. A well thought out organization for lesson and assignment structure that is consistent from lesson to lesson will also help students feel more comfortable. This is true for both external structure (how multiple pages or paths are organized), and internal structure (how individual pages are formatted). With external structure, lesson paths should be organized in a similar manner. For internal structure, all pages should have a consistent look and feel.
6. To build your course, you can use Bb Learns built-In tools and files, outside sources (these must be tested, well-chosen and reliable), and web-friendly files (such as graphics, sound clips, video clips, HTML files, text files), which you upload to Bb Learn using the file manager.
7. What outside sources will you use? Books, other web sites, magazines, newspaper articles, etc. are all elements that you could incorporate into your course.



Design Checklist

- The objectives are clear and measurable
- The objectives support the course goals
- The organization and sequencing of the overall course and content is logical
- The selected tools are appropriate for your students and course goals
- The tools are organized intuitively
- Students can quickly locate what they need
- The homepage and organizer pages are clean and uncluttered
- The color scheme promotes ease of use and legibility
- Icons are labeled and reflect a consistent style
- Textboxes are used to orient the student to the course
- Banners are small (no wider than 460 pixels - about 3.07 in.) and load quickly

Testing Your Course Design

At this stage of the development process, it's useful to test and evaluate your course design before you create individual content pages and activities.

Once you have the course shell developed in Bb Learn, conduct some initial usability tests with Instructional Media staff or other instructors.

For instance, ask them to locate a particular tool or topic. As they complete the task, encourage testers to "think aloud" so you can hear their thoughts and impressions. What you thought was crystal-clear might be confusing to a first time user.

Resolving design problems now will save you from having to re-develop your course later - after you've invested a good deal of time and effort.