



- + Learning Architecture Design
- + Learning Experience Design
- + Capability Development

## I. ESTABLISH CONTEXT & APPETITE

What's working well?	What are the challenges?
What are the opportunities?	What's out of our control?

## 2. EXPLORE THE LEARNERS' REALITIES

Who are our learners?

Why are they learning this?

Where will they be learning?

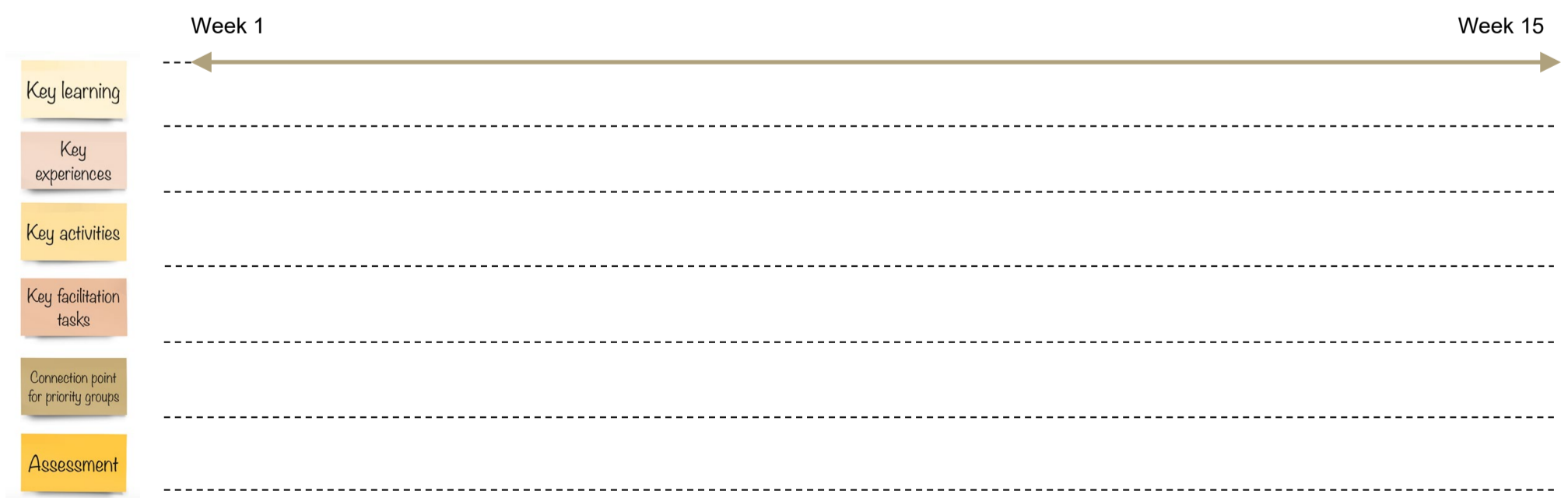
## 3. SURFACE CRITICAL LEARNING

If nothing else, what should learners...

know?	do?	value?
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...by the end of the course?

## 4. BUILD COURSE BLUEPRINT\*



\* best done on a whiteboard or big roll of paper with plenty of post-its!