Topic: Curriculum Design
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K	W	L

1. Curriculum must be designed from the backwards perspective of what the students need to learn rather than what we think needs to be taught.
2. Three questions to be addressed:
  a. What is worthy to be understood?
  b. What is the evidence of learning?
  c. What experiences promote interests and understanding?
3. A curriculum should be a spring board not a straitjacket.
4. Curriculum design needs to support comfort and safty.
5. Design should incorporate rehearsal, memory and practice.
6. Curriculum needs to build on what is already know.
7. Curriculum needs active learning, cooperative learning, and discovery.
8. Design incorporates respect, diversity, individual variations, social learning, multiple intiligences.
9. The instructor teaches by contact, modelling, and observation.
10. Curriculum produces rewards, reinforcements, motivations.
	1. How to apply what I know about curriculum with online formats?
	2. What online resources are available that I may not now be aware of for instruction?
	3. Is it possible for online education to equal face to face instruction and assessment?
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