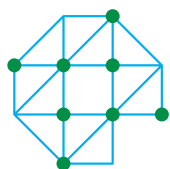


Blend your education

Design methods for blended learning

Instruction



Acceleration plan

Educational innovation
with ICT



Facilitating professional
development of lecturers

Design methods for blended learning

TARGET GROUP	Lecturers
FORM	Infographics
TIME NEEDED	Variable
LEVEL	Course, Programme

Background

Designing blended learning is a challenging endeavour. To support lecturers and teams of lecturers, several methods have been developed over time to guide the design process and ensure that the final outcome is well structured. While these methods differ in scope, complexity and size and approach, they all have the same goal: to develop effective, well-designed education.

What methods are there? And how to choose the right one? This product offers a solution. A clear and interactive infographic provides a handy overview of some of the most common design methods. Each design method is further detailed on separate overview pages.

Method

This product is mainly intended for lecturers and teams of lecturers. It consists of a clear infographic with a separate information page for each design method. Each column focuses on one design method. Using the overview is straightforward: look at the infographic and figure out which method best suits your own context and target audience.

We always recommend designing blended learning in teams, preferably including a student. This ensures cross-pollination and a helpful conversation about education. While some methods are explicitly developed for designing in teams, a few are also suited for individual lecturers.



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Instruction

Acceleration Plan Educational Innovation with IT
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Acceleration plan
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For each design method, the following aspects are elaborated:

- **In short:** a brief description of the method.
- **Steps:** a brief description of the different steps in the method, possibly supplemented by an illustration of the method.
- **Completeness:** for which steps of the entire design process does the method lend itself? The ADDIE model was chosen as the frame of reference, given that it describes all phases of the design process.
- **Level:** at what level can the design method be used? Is it for learning activities, courses or an entire programme?
- **Strengths and weaknesses:** what are the advantages and disadvantages of the method?
- **Issues and conditions:** what aspects should you consider when implementing this method?
- **Getting started:** what resources can you use to obtain more information or start implementing this method?
- **Background information:** who developed the method and on what basis?

It was a conscious decision not to include a required time investment in the table as it is almost impossible to make a good estimate of this. The time investment required depends entirely on the context, such as the developmental level and the duration of the educational component.

Online templates developed especially for this 'Blend your education' toolkit are available for free in Mural. You need to create a free lecturer's account to be able to access these templates. You can then copy the template to your own environment. This template is mainly based on the 'Blended Learning Wave' method, and is supplemented by elements from other methods and products from the toolkit. The idea is to create your own structure, after which you can quickly and easily redesign any aspect of your teaching. It is particularly well-suited to course level. The template consists of two parts: preparation and a design canvas. You can find these templates on the toolkit landing page.

Want to read more?

- [Infographic with overview of methods and tools for blended education](#)
- [Blog on methods and tools for blended learning](#) (in Dutch)
- [Blog on design methods in blended learning](#) (in Dutch)
- [SURF Community page with information and articles on blended learning](#) (in Dutch)

Justification and sources

This product was created in collaboration with the SURF Blended Learning Special Interest Group. A selection of commonly used design methods was made on the basis of an survey, after which these methods were evaluated in terms of content. Where possible, contact was sought with the original developers of the methodologies. As for other sources, the official websites relating to the methods were consulted. These can be found by design method in the product itself.



The Acceleration Plan for Educational Innovation with ICT is a four-year programme focused on bringing initiatives, knowledge, and experiences for digitalisation together. The programme is an initiative of SURF, the Netherlands Association of Universities of Applied Sciences, and the Association of Universities, and is organised in eight acceleration zones. In the zone Facilitating professional development for lecturers, 16 institutions are working on improving the professional development of lecturers in Dutch higher education.



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