

Reflection – Detailed Design of Non-Instructional Interventions

The detailed design of non-instructional interventions was created to build the same performance as the learning program, but without using instruction. Four (4) non-instructional interventions were designed, which includes a guided tour, a job aid, a competition, and a directory.

The non-instructional interventions were designed specifically to improve the performance of teachers in creating their own iOS application. The iPad Guided Tour was designed so that teachers can become familiar with the many uses of the iPad in education. The job aid was designed to walk teachers through the steps of designing, developing, and deploying their own iOS application. The competition was designed for teachers to have the chance to show off what they've built and be recognized and rewarded for their iOS application. Lastly,

One of the skills that I hope to continue to improve is creating non-instructional interventions. This was the first time that I have designed non-instructional interventions. Previously, I designed an instructional intervention (workshop) for the first time. Overall, I hope to improve in my abilities to create non-instructional interventions that are logical, succinct, and effective. Sometimes less is more and sometimes good is good enough!

One of the skills that I hope to refine is gaining a grasp over all the types of non-instructional interventions available at my disposal. In this document, the non-instructional interventions were a guided tour, a job aid, a competition, and a directory, most of which I created for the first time in this assignment. I hope to be

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given the opportunity to work on other non-instructional interventions and gain experience regarding the type of genres and mediums that could be used.

All in all, the detailed design of the non-instructional interventions was an important assignment that truly forced me to figure out the best way to achieve my performance improvement campaign. In this assignment, there is a lot of variety, depending on the nature of the interventions, which also added a sense of pride as the samples I created were genuinely from my own work. In summary, combined with the high-level design, the detailed design of the non-instructional interventions gave me the opportunity to think critically regarding how learners learn and how certain interventions can affect their performance.