



LEARNING DESIGN SPRINT

Design thinking meets instructional design in
a team process to kick-start your creative
learning solution in 5 days or less



UNDERSTAND

Day 1

Understand the learner and performance context

- Define project goal
- Create a *learner experience map*
- "Ask the experts"
- Create *Performance Canvas*: Responsibilities, cognitive and behavioural tasks
- Prioritize gaps

Outcome:

- Learner experience map
- Performance canvas



DEFINE

Day 2

Define the learning and content needs

- *The Practice Roadmap*. Brainstorm a playlist of practice activities
- *Just Enough*: Identify just enough content resources to support practice activities
- *Lightning demos*: Find solution inspiration from examples

Outcome:

- Practice activity roadmap
- Content needs matrix



IDEATE

Day 3

Ideate and choose a solution

- *Learning Modes*: Learn options for creative solutions
- *Solution Sketch*: Individually sketch a solution
- *Solution Choice*: Present solutions and select a winner
- *Storyboard* a solution segment

Outcome:

- Solution storyboard ready for prototyping



PROTOTYPE

Day 4

Build a prototype of the solution

- Assign roles
- Build an *minimum viable prototype*:
- Trial and revise
- Prepare for learners

Outcome:

- Functional prototype



VALIDATE

Day 5

Test the prototype with real learners

- *Interview* 5 learners as they experience the prototype
- *Observe* response patterns
- *Summarize* and learn
- *Plan* next steps

Outcome:

- High level program plan and validated prototype



READY TO KICKSTART YOUR NEXT LEARNING INITIATIVE?

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PERFORMANCE BY DESIGN