

The background features a dark blue gradient with a subtle starry pattern. On the left side, there are several overlapping circular elements. A prominent one is a large circle with a scale around its perimeter, marked with numbers from 140 to 260 in increments of 10. Other circles include dashed lines, solid lines, and arrows, suggesting a technical or design theme.

CURRICULUM DESIGN WORKSHOP

WHITNEY ELDRIDGE



OVERVIEW

Objective: This presentation lays out a curriculum design workshop methodology and some of the activities and outcomes that are possible.

Audience: 5-20 people, stakeholders, executive sponsors, SME's

Duration: 1-5 days

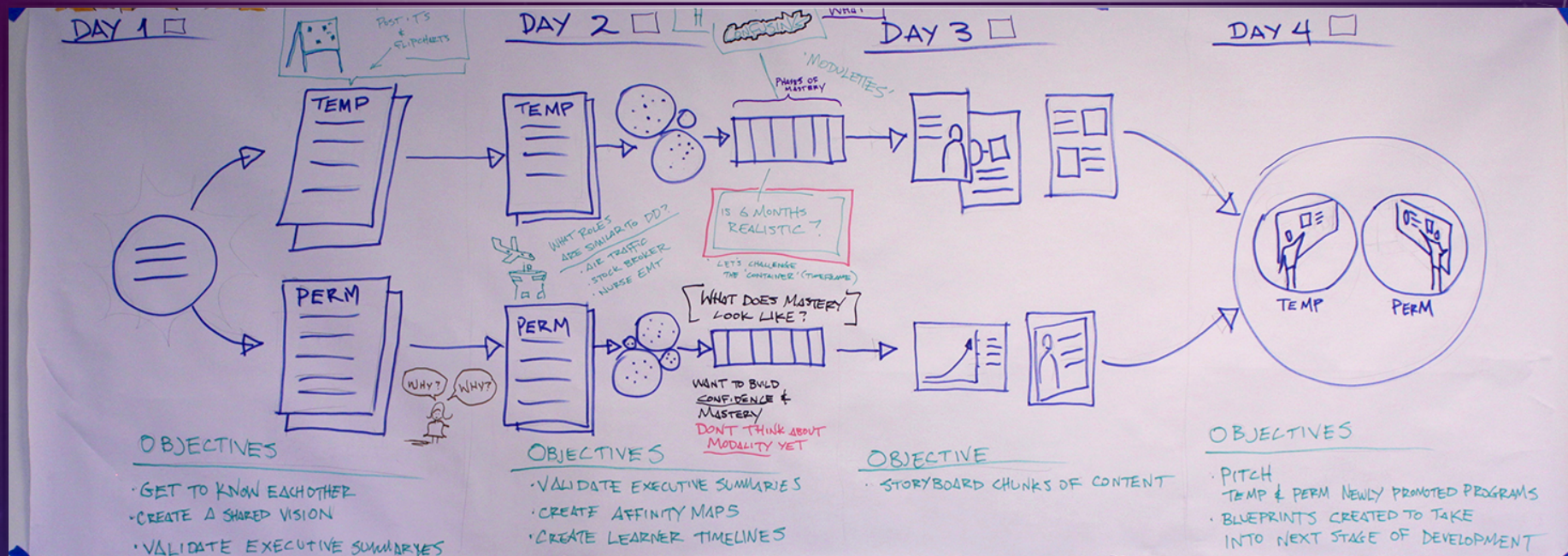
ADDIE - DESIGN PHASE



Curriculum Design
Workshop

The Workshop Process

- Introductions
- Shared Vision
- Review the Objectives
- Learning Objectives Card Sort
- Learner's Timeline
- Visual Recording
- Pitch the Program
- Program Development



AGENDA POSTER

Create a flipchart or butcher block paper poster of the workshop agenda. Its better to draw out your agenda, then fill it in with details and notes as you go. The project becomes a co-creation.

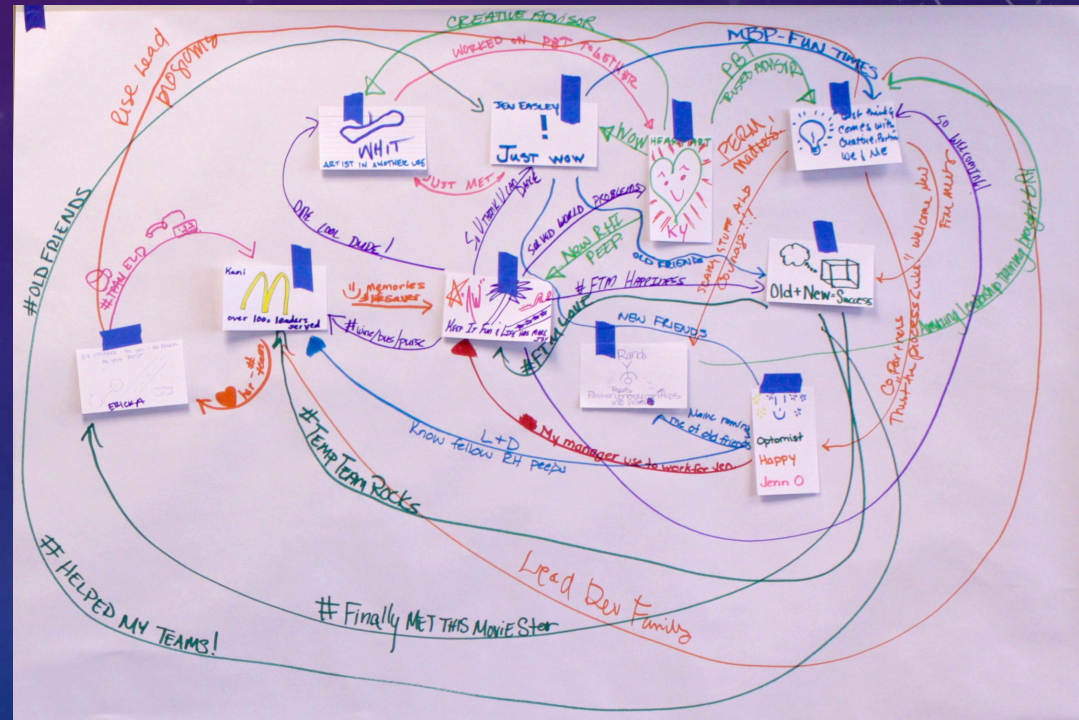
INTRODUCTIONS

Rather than your standard introductions where everyone states their name and their role, try something more fun and engaging:

The Lo-Fi Social Network

Everyone writes their name and draws a symbol for themselves on an index card. Then everyone posts their card on the wall and describe what they drew. Finally have everyone draw lines to people they know.

[Check out more about the Low-Tech Social Networking Activity in the Gamestorming website [here](#)]



INSPIRING VIDEO OR PERSONAL STORY

Set the tone for workshop with a video or story.
Use various media to create keep things interesting
and convey information in different ways.



GUIDED VISUALIZATION

Lead the group on a guided visualization.

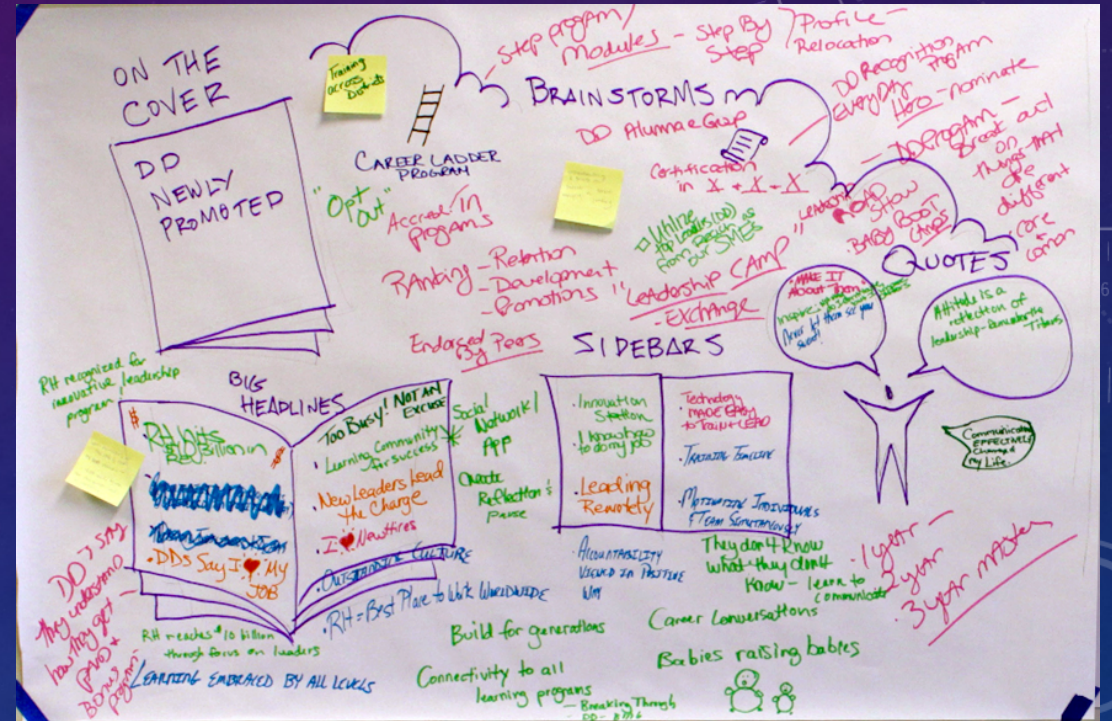
This can really help non-creative people tap into ideas and inspiration they didn't know they were capable of.



SHARED VISION

Conduct group storyboarding exercise where participants work together on a vision board. Collective Vision and Opening exercise can also be a good start to bouncing ideas off one another.

[Check out more about the On The Cover in the Gamestorming website [here](#)]



REVIEW BUSINESS & LEARNING OBJECTIVES

Have group go through business and learning objectives line by line to ensure everyone is aligned and the topics are crafted as measurable learning objectives.

Executive Summary

The Bothell Comprehensive Plan provides direction for a wide variety of City decisions affecting the form and function of the community over the next 20 years. In terms reflective of Bothell's river-based origins, the Plan charts a course for the City towards a desired future, one envisioned and articulated by its residential and business communities.

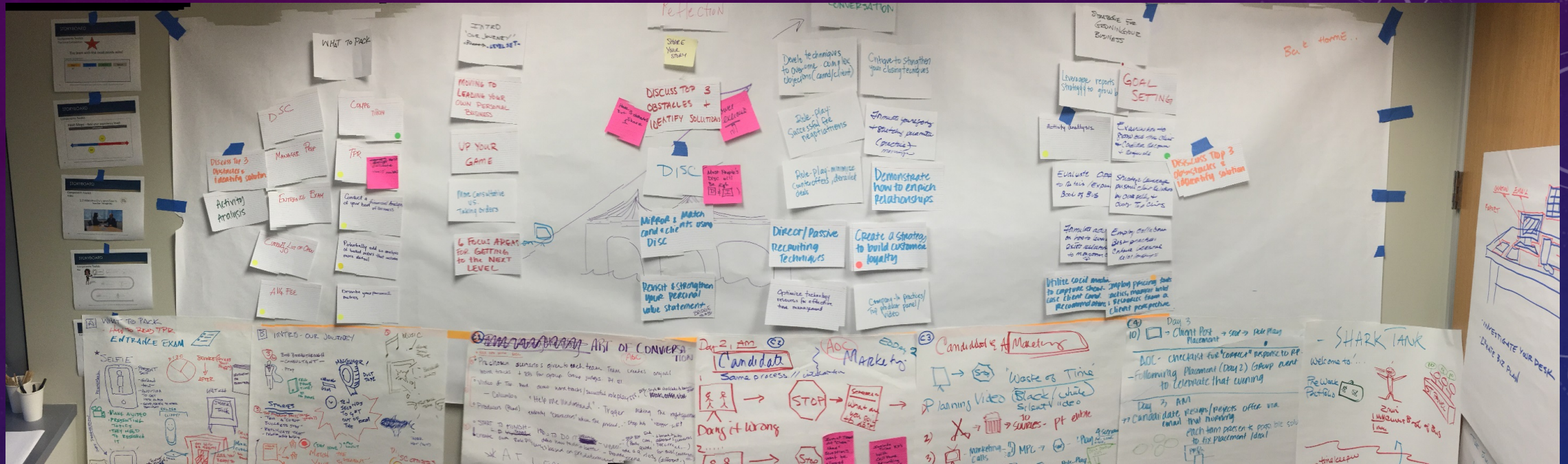
This 2004 update represents the first top-to-bottom review of the Plan since its 1994 adoption. Some of the 2004 Plan amendments were necessary to comply with changes in the Growth Management Act (GMA) since 1994, or with decisions of the Central Puget Sound Growth Management Hearings Board, which renders interpretations of the Act. Other amendments reflect evolving community needs and desires. Still others were of a housekeeping nature, or were made to streamline the plan, to make it more accessible and useful to Bothell citizens.

The Plan is divided into three main sections, generally increasing in level of detail and specificity:

1. A vision of Bothell's future, providing overall guidance for all subsequent portions of the Plan;
2. Thirteen Planning Area-wide elements, comprising goals, policies and recommended actions for individual areas of community life (e.g., housing, transportation) in which City government plays a role;
3. Thirteen Subarea Plans, comprising the refinement of the Planning Area-wide elements for distinct residential or business areas.

The Plan defines a Planning Area, which consists of land within the current city limits plus unincorporated territory in King and Snohomish counties which might potentially annex to the city at some point in the future, and allocates land uses within the Planning Area. In summary, the Plan provides for the following broad land use allocation:

- Single family residential development ranging in lot size from 40,000 square feet, where extensive high quality critical areas or other constraining environmental features are present, to 5,400 square feet, and comprising the predominant single land use within the Planning Area;
- Multiple family residential development mixed within or in close proximity to the City's activity centers, and ranging from one unit per 5,400 square feet of lot area to one unit per 2,900 square feet of lot area, with higher densities allowed for senior housing and within designated activity centers, subject to conditions;
- Two regional office / technology / light industrial activity centers, at North Creek and Canyon Park;
- Three community retail / services activity centers, at Treasurer's Corner, Canyon Park and downtown Bothell;
- Four neighborhood retail / services activity centers, at Meridian Avenue and 228th Street, SR 527 and 240th Street SE, Juanita-Woodinville Way and NE 190th Street, and Juanita-Woodinville Way and NE 145th Street;



LEARNING OBJECTIVES CARD SORT

Write out all the topics/ high level objectives on large index cards. Then they all do an affinity mapping where they arrange the topics into natural groupings. Major learning objectives?

Take the high level goals and objectives and let the group organically reorganize the material



LEARNER'S TIMELINE

Write out all the topics/ high level objectives on large index cards. Then they all do an affinity mapping where they arrange the topics into natural groupings.

Major learning objectives?

Take the high level goals and objectives and let the group organically reorganize the material



VISUAL RECORDING

Capture all meeting notes in visual language on large butcher block paper.

Its good to capture notes visually as you go. Ensures everyone feels heard, and inspiring visuals can be easily digitized and turned into rich engaging media in development.

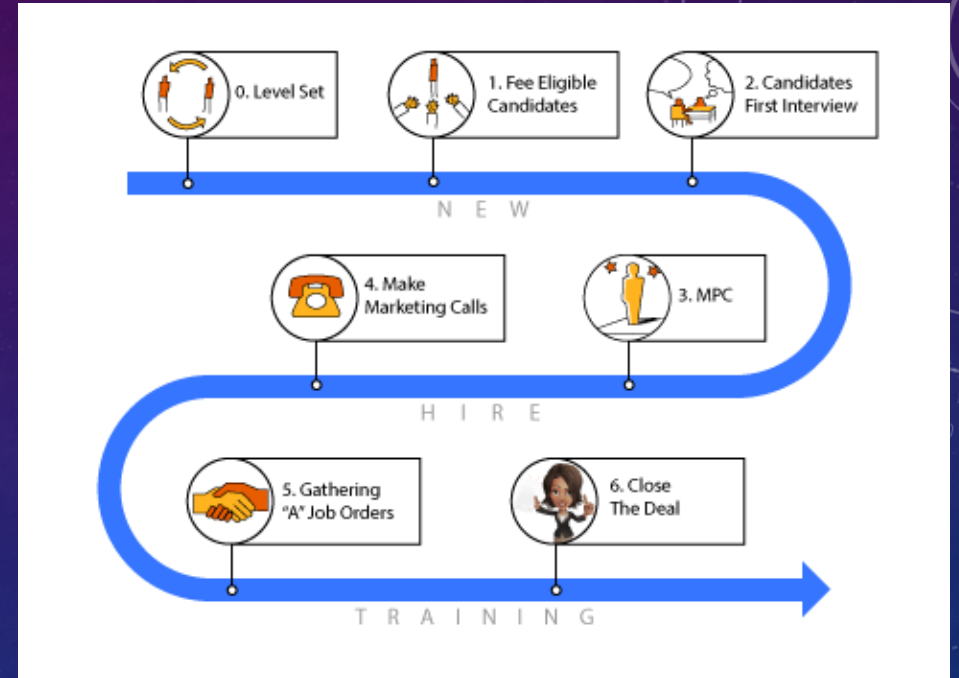
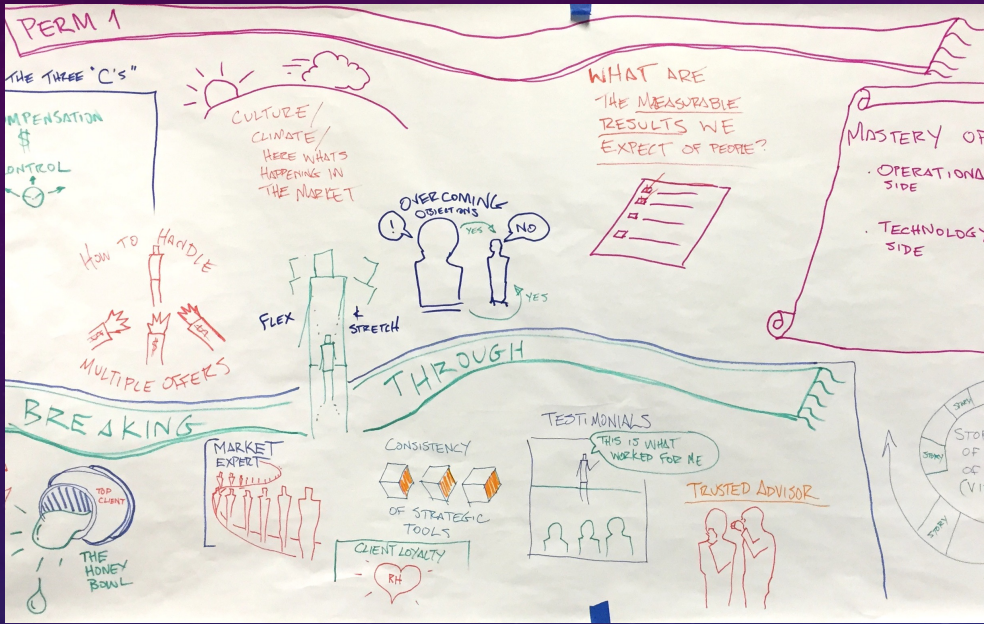


PITCH THE PROGRAM

Finally present the entire program to the program sponsor or stakeholders & record the pitch video or audio.

Assign a spokesperson, or section leads to present the program in its entirety back to the group, or to the executive sponsor.

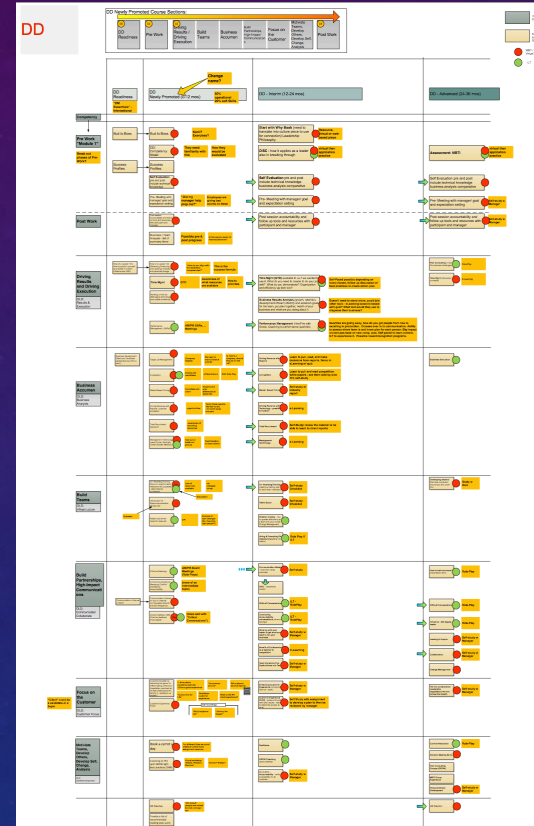
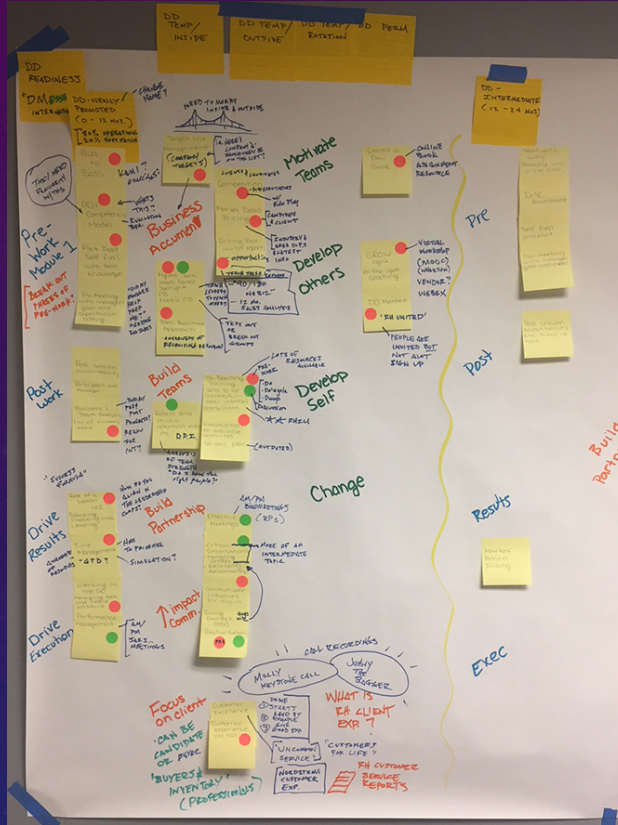
ADDIE - Develop Phase



PROGRAM DEVELOPMENT

Storyboards and final pitch are used as blueprints for the development of the program.

ADDIE - Develop Phase



Program Development

Posters and card sort boards can be digitized and turned into engaging multimedia or diagrams.



I have launched numerous successful training programs with this workshop model. It's collaborative, fun, and leads to training that's engaging and digestible.

Thanks for watching.

Whitney Eldridge