Program Map

Now that you have a grasp of what interventions you might use to solve the problem you identified, it's time to come up with an initial sketch of your program map. This sketch should be in "pencil." In other words, you are not committing to anything by writing it down, but it will serve as a springboard for what you would like to ultimately create.

Draw a map:

START HERE
PROGRAM NAME:

Purpose of the Course

Now that you know who your audience is it is time to nail down the purpose of your course. You've defined the who, now think about the what, the how, and the why. In the space below answer briefly what your course will be about. Then explain how you will teach it, and finally explain why it is important. Compile your answers into a cohesive purpose statement.

What?

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How?

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Why?

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Purpose Statement:

DEVELOPMENT NOTE

Add a slide outlining the purpose of the course.

Create a Title

How you devise your title will be dependent on who your audience is. If this course is part of a curriculum you'll want to make sure that the title helps the user navigate a list of courses. If this title is meant to draw an audience in, you might use language that appeals to a desire or provides a solution to a problem the audience is having.

Ideas:

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Title for your course:

DEVELOPMENT NOTE

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Add a title slide. Include a sub-title with more detail.

Topics Brainstorming Tool

Now that you have a good understanding of the purpose of your course take a few minutes and list all of the topics you think you will cover in your course. We will refine this list later, but right now list every topic that comes to mind.

Topic List:

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