

Addie instructional design model essay samples

[Technology](#), [Internet](#)



Analysis Phase is the process that is used to find out more about learner`s knowledge and possibilities. Also, it states the problems and sets the goals of the task.

Audience for this website is going to be any school students that are struggling with learning fractions. This website contains non-profitable learning guide and techniques, to make it easier for the student to understand the material. After visiting this website, he will acquire a basic skills in math. Will be able to understand the relationship between numbers and operations on them. This website provides an online educational game (flash tool), which could be accessed anytime. The games for learning are not very hard. They have short lifetime and doesn't require a lot to finish it. Design Phase faces the learning goals, subject and information that needs for the certain part of the task. The design phase needs to be clear and specific. Design of the plan needs direct information regarding the topic it considers.

KidsOLR website has a simple design aged for little-aged audience. Website has links with different flash educational games, free clipart, and other additional resources, that students might be interesting in. Main page contains links, which will redirect you to a problem (game) that you have hard time with. Creating a storyboard for this website would be a great idea. It will explain in sequence, what the student is going to face when doing educational games. Storyboard will navigate through this exercise, instead of giving the description of each game.

Development phase is the one, where the developers bring to life the ideas, created in the. Testers check the program for the mistakes. Certain changes

are made if the customer asks.

During development phase developers bring educational games to action.

They type the code for design and the main function of the program.

Debugging procedures are not required; flash games doesn't have any serious commands. Flash tool have several functions like " next", " previous" or " home". Few buttons have problems with pressing so the object code needs changes. Some buttons could not be visible, which makes a hard time to understand what to do next.

During the implementation phase, a procedure for training the facilitators and the learners is developed. The training should cover the method of realization the project and its solutions..

Website doesn't need any registration or additional information of it users. In the implementation phase, can be directly told how educational game work. Flash tool games give information about the source of the problem and explains techniques for solutions. Games have different examples regarding the statement about the information they contain. The game make sound when you point the mouse cursor on the different object. If the answer is right, a new object appears on that place saying it is correct if it false then you have to find the different answer.

Evaluation phase.

The website is pretty understandable for third-grader student. Educational games stated on the website will help a kid easily understand the numbers and operations with them. Website has easy access to different sources. It can help them find their own way in their lives or discover an interesting hobby. I would focus my attention on java games, as you can fix some

misunderstandings and add real exercises that need a visitor to start working on it actually instead of pressing a button and getting the right answer. Each game needs a homework assignment that can be done right away after learning procedure. It will give the problem details, and you need to fill right answers in it. The same goes to the time skill check, when a certain time would been stated, and you need to put clocks in the right order. Adding materials for homework assignment will allow kids to revise the material they have already known. Uploading the right answers to a homework check topic will execute the misunderstandings they had before. Using ADDIE method, we can summarize that this website contains all needed information about the learning process. Links regarding different topics could be placed as a major topic. Writing a code for a feedback in educational games will allow author to easily find bugs and eliminate them, instead of testing the whole process.

Works Cited

ADDIE Model, Instructional Design, Richard Cullata, 2013 – Retrieved from <http://www.instructionaldesign.org/models/addie.html>