

HAILEYBURYX

GUARDRAILS

Agile Learning Design teams focus on satisfying learner needs as their first priority.

Teams can pursue this in any way they choose. They self-organize and work autonomously.

These **guardrails** can help to ensure a team maintains its focus on delivering the learner story and to help team and individual creativity and adaptability flourish.

This is in line with one of the four Agile principles: **individuals and interactions over processes and tools.**

The guardrails consist of **FOUR QUESTIONS** and **FIVE LEARNING TASKS.**

The first and most important step for a team is to develop a **learner story**. This ensures that the course is focused on the learner and that it satisfies their needs.

These **four questions** can help a team develop clarity about their **vision for the course**. This starts with the **learner story** and prompts the team to consider the **content** of the course and how it is organised, the best **channels** to use and what **assessment** is most authentic. Teams make their own decisions about answers to each of these questions.

WHAT IS OUR **LEARNER STORY**

LEARNER STORIES say who the learner is, what they will learn and why.

The learner story describes the knowledge, skills or competencies we want the course to deliver for a learner. It is used to create detailed learning outcomes that can be assessed.

HOW WILL WE **ORGANISE CONTENT**

COURSE CONTENT is the material that delivers the learner story.

Course content can be text, video, image, audio or interactive content.

The process of course design is the organizing and sequencing of content to deliver the learner story.

HOW WILL WE **COMBINE CHANNELS**

DELIVERY CHANNELS are how the content will be delivered to learners.

Channels include the web (Canvas modules or pages, or other web pages), mobile channels or voice via audio or podcasts, or other channels.

WHAT IS OUR **AUTHENTIC ASSESSMENT**

ASSESSMENTS are designed to authentically assess the skills, knowledge or competencies that are part of the learner story.

The five learning tasks prompt the team to consider a range of possible learning tasks that students can do that best deliver the learner story. Teams make their own decisions about which learning tasks will work.

SHARE

Tasks that require the learner to share.

Discuss
Present
Debate

ACQUIRE

Tasks that require the learner to new knowledge.

Read
Watch
Listen
Play

CREATE

Tasks that require the learner to make new things.

Plan
Develop
Build
Ideate

EXPERIENCE

Tasks that require the learner to participate.

Explore
Investigate
Apply

REFLECT

Tasks that require the learner to actively reason.

Articulate
Adapt
Position

USING THE GUARDRAILS

Teams can use the guardrails in their discussions about the course.

They are **not** rules, a method or a system. They are a way of prompting the the team to ask questions and consider issues.

This will make sure that our courses are **diverse** and **unique**.