ABC Learning Design

ABC is an effective and engaging hands-on workshop that has now been trialled with great success over a range of programmes. In just 90 minutes using a game format teams are able to work together to create a visual 'storyboard' outlining the type and sequence of learning activities (both online and offline) required to meet the module's learning outcomes. ABC is particularly useful for new programmes or those changing to an online or more blended format.

Learning types activities graph

How do you envisage your module will look on the graph above? (in red - at the beginning of the workshop)
Your module activity graph at the end of the workshop (in blue)

Blended graph

Where do you want to be on the scale (in red)
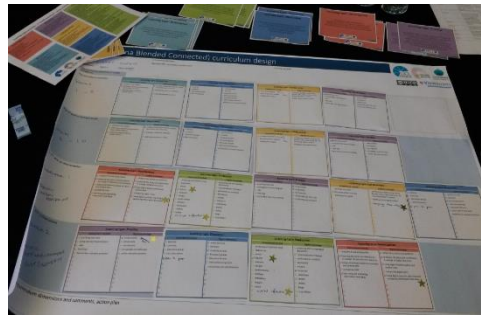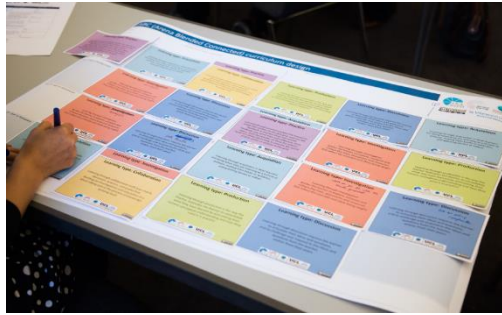What is your position at the end of the workshop (in blue)
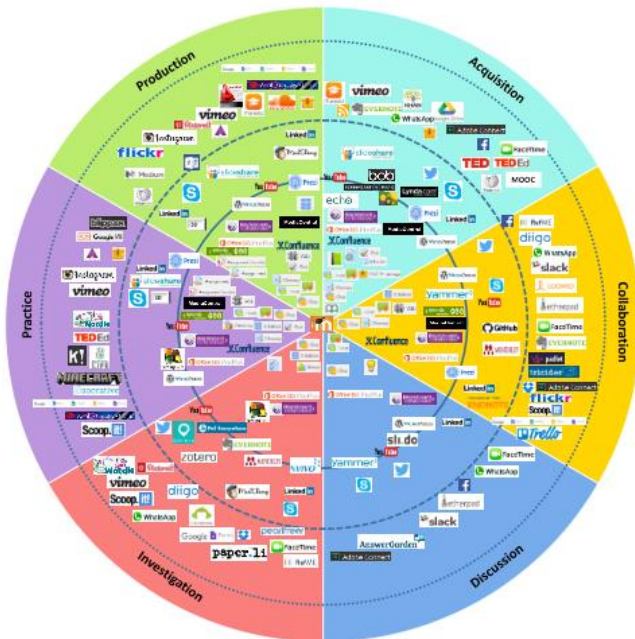
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References

Young, C., Perovic, N. (2016). Rapid and Creative Course Design: As Easy as ABC? Procedia - Social and Behavioral Sciences. Volume 228, pages 390 – 395
http://www.sciencedirect.com/science/article/pii/S1877042816309843?via%3Dihub

https://blogs.ucl.ac.uk/abc-ld

Tools and types of learning - the wheel of technologies mapped to learning types

ABC LD community

Would you like to try ABC in your institution? Contact Clive Young (c.p.l.young@ucl.ac.uk) and Nataša Perović (n.perovic@ucl.ac.uk) @ABC_LD