



## Activity Design as an Application of the Learning Process Methodology

### RATE THE SESSION

usefulness of preparation materials (e.g., readings).....	10
quality of session materials (e.g., handouts).....	8
quality of presentation/facilitation.....	7
your level of interest in the content covered.....	10
degree to which your expectations were met.....	8
degree to which you would like to learn more about this topic.....	10

### Strengths (including why)

A short intro by you set us up for the activity with all of the tools/information we needed. You alerted us to what we had at hand without getting into details that would produce cognitive overload.

### Areas for Improvement (including how)

I feel that groups might have benefitted from guidelines on how much to produce or how much time to spend on a piece of the activity before moving on, OR by asking us to perhaps do something different and have us work through an example activity design where we do the mapping of an activity design to LPM similar to the one shown on your handout (page 241) before we go into designing our own activity.

### Insight (including significance)

We jumped to the top of Anderson and Krathwohls' revised Bloom's taxonomy to do the activity (create), but I'm not sure we had the earlier levels handy enough get the full value of creating an activity.