Gagne’s nine learning events (or events of instruction) have been in use by instructional designers for many years. Applying the Nine Events to PowerPoint Presentations (6).

Instructional Materials:
- Instructor Guide
- Participant Guide
- PowerPoint

Module 4 – Classroom Components:
- Instruction
- Gagne’s 9 Events

Instructor.

This slideshare breaks down Gagne’s 9 events of learning from his “Conditions of Learning” theory.

• Gain attention (the hook)
• Orient the learner (preparation)
• Enable performance
• Assess performance
• Strengthen learning
• Recall training
• Apply training
• Improve performance

Objects and tools for training: labs/demos web 2.0 tools 8, 9.

PowerPoint: We say: Media is NOT Instruction in order to guard against the category error that blurs the lines between different types of instructional materials.

All items relate to Gagne’s “Nine Events of Instruction.”

This course is designed to educate the learners to learn and implement the concept of “Gagne’s nine events of instruction” to design better lesson plans. Design instruction that adheres to the structure prescribed by Gagne’s Nine Events of Learning.

Gagne’s Nine Events of Instruction (1985) is one of the major contributions to the field of instructional design.

Next, think about the average lecture with PowerPoint. It seems that PowerPoint presentations have become the standard, but is it that it is always better to use PowerPoint? While it can be used to enhance learning, it is not always the best choice.

Is Gagne’s Nine Events of Instruction the right choice for your design? Consider the goals of your instruction and whether PowerPoint is the best tool to achieve those goals.
Basic knowledge of Microsoft PowerPoint is required in this workshop. We will present Gagne's Nine Events of Instruction and ways to implement these events.

Instructional techniques and assessment formats together provide an effective instructional strategy for classroom akin to making a set of PowerPoint slides. Most teaching methods nine events of learning (Gagne, Briggs, & Wager, 1992).
The idea is that you'll "break down" each task into the smaller steps or processes, and we've already written an article about Gagne's Nine Events of Instruction. This model is adaptable not only to traditional textbooks but also to PowerPoint presentations and e-learning courses they view.

Addressing Gagne's Nine Events of Instruction, DLMs provide active learning for Teaching and Learning: quick examples of game creation using PowerPoint.

Interactive Lecture Strategies. Think-Pair-Share. Think. How do you typically conduct your 1-hour lecture? List down the main strategies or techniques that you use.

PowerPoint-to-eLearning often falls into this category. Gagne's Nine Events of Instruction, An instructional design model put together by Robert Gagne. It seems that PowerPoint presentations have become the standard and while it can be that is a little more complex to use is Gagne's Nine Events of Instruction...

Robert Gagne's Instruction Design Model, "The Nine Events of Instruction". Check both the 9 Events of Instruction Infographic and the Gagne's PowerPoint. The Instructional Designer is responsible for designing and developing Proficiency in MS Office Suite (Word, PowerPoint, Excel) to support instructional design of Gagne's Conditions of Learning/Nine Events of Instruction, Keller's ARCS.

*Instructional Design: I am familiar and experienced with the instructional design framework, based on Gagne's Nine Events of Instruction, as well as PowerPoint: I can create PowerPoint presentations as stand-alone modules or add them.

>>>CLICK HERE<<<
I might even put up the PowerPoint. I still use his 9 Events of Instruction often when creating courses online, it's like stuck in my mind. Robert Gagne, a lot people consider the dad of Instructional Design, wrote that all instruction is not equal.