Future Learn

Course Design template

This template has been designed to help you plan and share your learning designs.

Draft course title	
Number of weeks	
Number of hours per week	
Total study time	
Target learners (eg academic level)	
Requirements / pre-requisites for learners	
Educator(s)	

Design notes: Thinking about your learners
Who is this course for? What skills and knowledge will they already have? What are they hoping to learn? Try creating some pen portraits of who you think will be doing your course and consider these when you are designing.

What are the aims of this course? Who are the learners? Who is this course aimed at?

	What are the learning outcomes for this course? List about 4 or 5 course learning outcomes. Use action verbs so that learners can easily see when they have learned or achieved the outcome for example: 'solve', 'evaluate', 'analyse' Make sure you only use one verb per outcome, and that you keep the sentence structure. Avoid unnecessary jargon; if necessary, use more than one sentence to ensure clarity.
1.	
2.	
3.	
4.	
5.	

Journey Planner

This at-a-glance view describes the course in terms of the tools and resources that will be used and their primary pedagogic purpose.

Content and experience: What topics, themes and learning outcomes will be covered? How will these be presented and what step types will learners engage with them?
e.g. videos, slide-based presentations, images, articles
Communication and collaboration: How will learners communicate and collaborate? What materials and tools will be used? Will educators and mentors be used to support collaborative activity?
e.g. Discussions
Guidance and support: How will learners be guided and supported through the course? What materials and tools will be used? Will educators and mentors be used to support students?

e.g. introduction video from the lead educator, text introduction, end of week summary video or article	
Reflection and demonstration: How will learners reflect on and monitor progress against personal aims and course outcomes? What is the assessment strategy?	
e.g. multiple-choice Quizzes and Tests, Peer Review	

Week by week planning

Design notes: Week 1 is crucial for getting learners engaged with the course and the content. In Week 1 the learner should :

- get to know the educator/s and the course structure
- try some of the common features eg do a short quiz, get involved in a social activity
- set themselves some challenges and goals
- begin to prioritise where they might put their effort

Each week should have an obvious goal and the week's activities should feel coherent. It is a good idea to end each week with a summary of the week that encourages reflection on what's been learnt and/or a preview of the following week.

Week no.	Title of week - each week should have a name that communicates the theme for that week.	Summary of the week - give brief details of what activities you are planning for each week. These can just be ideas for now.
Week 1		
Week 2		

Week 3		