Instructional Design, Development, and Evaluation Standards of Practice Updated: August 2020 NAME: Paola M. Delarosa-Lloret Date: 28 Nov 24 page 1 of 2

These standards are based on ADDIE and professional practice guidelines for instructional designer work. Please honestly and critically rate your level of competence in each statement. Add notes to support self-rating. LOW - you are aware of this standard through readings, presentations, and other information in/outside of course work MEDIUM - you have experience practicing much of this standard & are building knowledge & skills to become HIGH - you are currently practicing this standard regularly, at a high level, in all course work and related ID efforts (full competence applying to any situation) Hiah Low Medium Add short note listing specific examples or experiences that support your rating ヌ 図 1.0 ONGOING PROFESSIONAL DEVELOPMENT 1.1 Enhance *communication* skills (e.g., writing, oral, visual/graphic design) 1.2 Enhance Interpersonal skills (e.g., meeting \boxtimes presentation, selling, negotiation, instructor, supervising) 1.3 Develop multiple theory perspectives (e.g., learning, instructional design, media, and visual Xdesign theories) 1.4 Participate in *professional development* and reflection (e.g., literature/ workshops/ \boxtimes networking/ International trends/ new tech tools) 1.5 Enhance research/ evaluation practice skills (e.g., literature review/ research & X \Box П evaluation design, data analysis, data interpretation) 1.6 Practice evidence-based design decision- \boxtimes making (e.g., given context, literature, data) 1.7 Maintain professional, ethical, and legal \boxtimes П practices (e.g., fair use, copyright) 2.0 PLANNING AND ANALYSIS [ADDIE] 2.1 Acknowledge performance gaps and plan \boxtimes analysis process (e.g., time line, people) 2.2 Validate performance gaps through multiple analysis techniques (e.g., interview, \boxtimes observation, job/task/document analysis) 2.3 Identify and describe target learners using \boxtimes multiple analysis techniques 2.4 Describe working and learning environments for target audience using \boxtimes multiple analysis techniques 2.5 Describe required content/ prerequisites for performance and identify instructional X П П content required to close knowledge, skill, attitude gap (e.g., content analysis) 2.6 Describe types/level of knowledge and \boxtimes skills to be learned (e.g., learning analysis) 2.7 Identify *characteristics* of technologies and their use to support different types of \boxtimes instruction and learning

Additional Notes as necessary:

2.8 Create **needs assessment report** on

performance gap based on analysis data

I rated myself as low on all competencies because, while I have gained a solid foundational understanding through my coursework and readings, I recognize that true mastery comes with hands-on experience and consistent practice. I am committed to gradually applying what I have learned in real-world scenarios to build my skills and confidence. I aim to progress to a medium competency level, where I can demonstrate my abilities more effectively and contribute meaningfully to instructional design projects.

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honestly and critically rate your level of competence in each statement. Add notes to support self-rating. **LOW** - you are aware of this standard through readings, presentations, and other information in/outside of course work **MEDIUM** - you have experience practicing much of this standard & are building knowledge & skills to become competent

<u>HIGH</u> - you are currently practicing this standard regularly, at a high level, in all course work and related ID efforts (full competence)				
	Low 区	Medium ⊠	High	Add note listing specific examples or work experiences that support your rating
3.0 DESIGN AND DEVELOPMENT [ADDIE]				
3.1 Select or create appropriate instructional				
design or evaluation model to enact design plan	\boxtimes			
3.2 Determine <u>content</u> , instructional <u>goals</u> , learning <u>objectives</u> , <u>assessments</u> to close gap	\boxtimes			
3.3 Identify instructional <i>strategies, learning</i> ,				
tech resources required to provide content	\boxtimes			
and engage learners in closing identified gaps		Ш		
3.4 Create <u>design plan</u> (goals/obj/ assess/				
strategies), <u>evaluation</u> and <u>mgt plan</u> using		_		
gap analysis and learning/design /graphic	\boxtimes			
theory outlining instructional solution				
3.5 Create design plan for <i>non-instructional</i> /				
informational interventions	\boxtimes			
3.6 Secure and/or modify existing		-	_	
instructional materials to meet plan	\boxtimes			
3.7 Develop <i>new instructional</i> , <i>evaluation</i> ,				
and implementation materials based on plan,	\boxtimes			
using appropriate techniques and technology				
3.8 Develop learning assessment activities				
and instruments (e.g., tests to measure gap	\boxtimes			
closure/ learning progress) using appropriate				
techniques and technologies				
3.9 Pilot <u>test</u> , <u>critique</u> , and/or <u>finalize</u> learning				
instructional, assessment, evaluation, and	\boxtimes			
implementation plans, activities & materials				
4.0 IMPLEMENTATION AND EVALUATION [ADDIE]				
4.1 Implement and disseminate instructional	\boxtimes			
and non-instructional interventions		Ш	Ш	
4.2 Implement evaluation plan and evaluate	\boxtimes			
instructional/ non-instructional interventions		Ш		
4.3 Collect, analyze, summarize and report implementation and evaluation data	\boxtimes			
4.4 Revise instructional/ non-instructional	\boxtimes			
solutions based on evaluative data				
5.0 MANAGEMENT AND LEADERSHIP				
5.1 Develop and apply business skills to plan	\boxtimes			
and manage instructional design function		Ш	Ш	
5.2 Manage collaborative relationships	\boxtimes			
5.3 <u>Lead,</u> maintain <u>quality</u> , and <u>manage</u> ID	\boxtimes			
projects and deliverables				
Additional Notes as necessary:				