

# Gagne's 9 general steps of instruction for learning

## Nine Events of Instruction

## Nine Events of Instruction applied to a Virtual Learning Environment (VLE)

### 1. Gain attention

Capture the attention of learners by asking questions or presenting new situation. The idea is to grab their attention.

- send an email or social media invitation
- provide a space for introductions for learners
- use graphics

### 2. Inform learner of objectives

Describe the objectives of a lesson, state what the learners will be able to perform and how they will be able to use the knowledge.

- give overview of goals

### 3. Stimulate prior learning

Build on what the learner's already know  
Start from previous relevant experience, concepts, knowledge to correlate it with new information.

- relate past module content to new material
- provide module reviews
- use pre-tests

### 4. Present stimulus material

Display new content which must be chunked, explained, then demonstrated.

- present material that is clear, up-to-date & accurate
- provide paper-based support & link to online articles, videos, audio etc.
- consider information literacy & media literacy skills

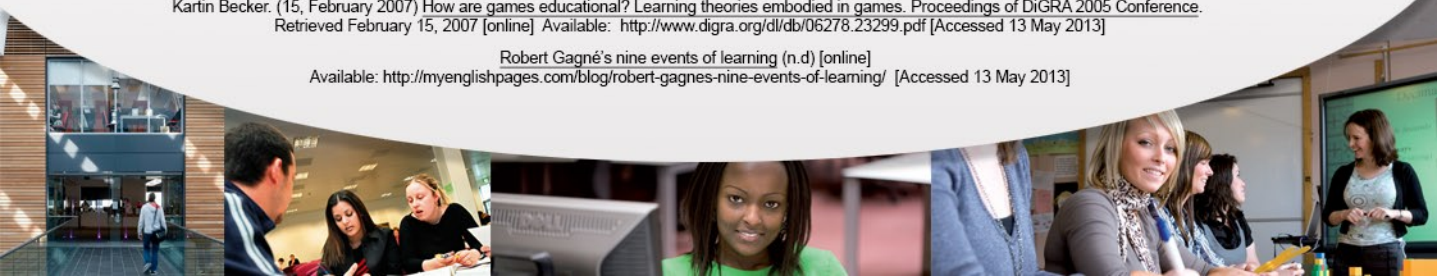
### 5. Provide learner guidance

Give instructions on how to learn. Assist learners for better learning.

- provide email contacts
- set-up chat-rooms and threaded discussions
- offer answers to FAQ
- include links to supporting references/glossaries

Kartin Becker. (15, February 2007) How are games educational? Learning theories embodied in games. Proceedings of DiGRA 2005 Conference. Retrieved February 15, 2007 [online] Available: <http://www.digra.org/dl/db/06278.23299.pdf> [Accessed 13 May 2013]

Robert Gagne's nine events of learning (n.d) [online]  
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### 6. Elicit performance

Learners practice in order to do something with the newly acquired behaviour, skills, or knowledge and demonstrate learning.

- assign meaningful tasks & activities
- give clear & concise instructions
- incorporate group and 'buddy' work
- try social media, Facebook, Twitter
- provide a means for posting
- include element of individual responsibility

### 7. Provide feedback

Provide specific, immediate feedback on learner's performance, reinforcing and correcting errors.

- include "you've now completed..." messages, encouragement
- encourage instructor use of discussion threads
- use the facilities in Quizzes and Turnitin to provide meaningful feedback

### 8. Assess performance

Test to determine to what extent the new knowledge has been mastered.

- incorporate ePortfolio into process
- monitor & track student participation

### 9. Enhance retention and transfer

Provide similar problem situations and encourage learners to transfer their newly acquired knowledge to novel situations.

- suggest further readings
- provide real-world examples, optional tasks
- make connections with other courses & networks

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