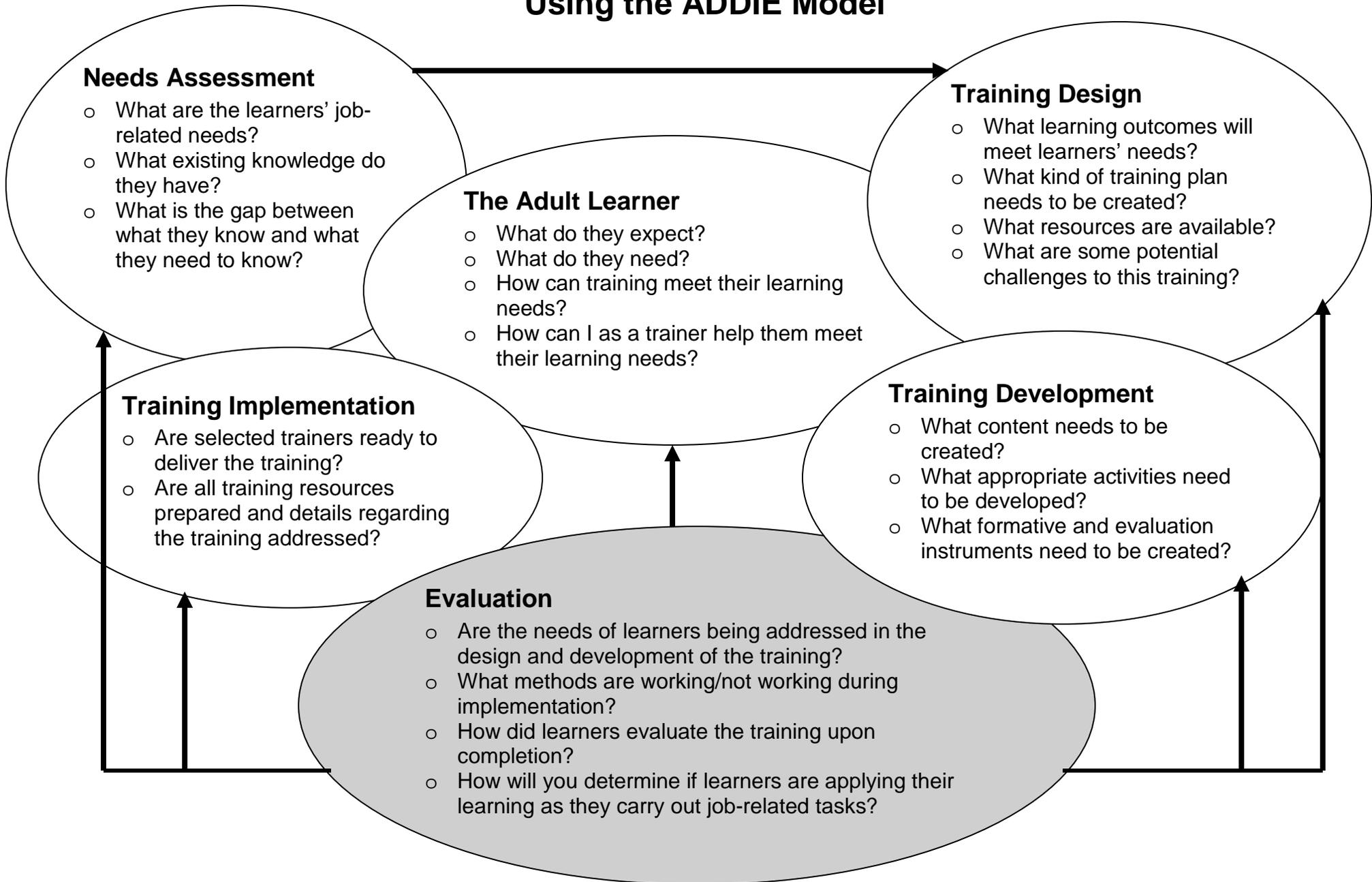
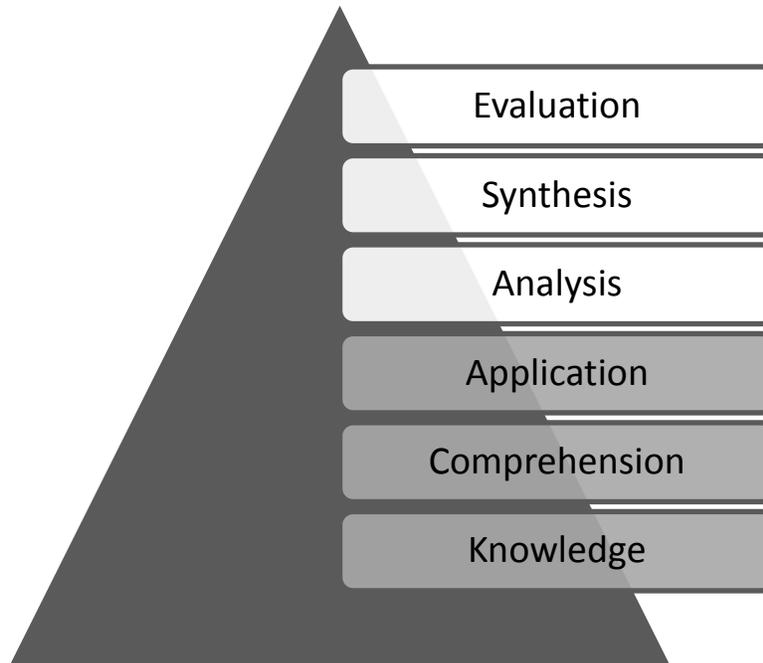


# Creating a Training Program Using the ADDIE Model



# Bloom's Taxonomy



Directions: Draw lines to match the below terms to their correct definitions.

- |                  |   |
|------------------|---|
| 1. Knowledge     | A. Judgment or decision-making where the learner appraises, assesses or criticizes on a basis of specific standards/criteria. |
| 2. Comprehension | B. Use of knowledge. Can the learner use the knowledge to solve a real world problem?   |
| 3. Application   | C. Taking apart a piece of knowledge, and investigates parts of a concept.  |
| 4. Analysis      | D. Taking knowledge and creating something. The learner integrates or combines ideas into something new to him or her.        |
| 5. Synthesis     | E. The learner can recall information and ideas in the approximate form in which it was learned.                              |
| 6. Evaluation    | F. The learner internalizes knowledge taught, and can comprehend or interpret information based on knowledge.                 |

Answer key: 1E, 2F, 3B, 4C, 5D, 6A

# Knowledge

- Arrange
- Define
- Duplicate
- Label
- List
- Memorize
- Name
- Order
- Recognize
- Relate
- Recall
- Repeat
- Reproduce
- State

# Comprehension

- Classify
- Describe
- Discuss
- Explain
- Express
- Identify
- Indicate
- Locate
- Recognize
- Report
- Restate
- Review
- Select
- Translate

# Application

- Apply
- Choose
- Demonstrate
- Dramatize
- Employ
- Illustrate
- Interpret
- Operate
- Practice
- Schedule
- Sketch
- Solve
- Use
- Write

# Analysis

- Analyze
- Appraise
- Calculate
- Categorize
- Compare
- Contrast
- Criticize
- Differentiate
- Discriminate
- Distinguish
- Examine
- Experiment
- Question
- Test

# Synthesis

- Arrange
- Assemble
- Collect
- Compose
- Construct
- Create
- Design
- Develop
- Formulate
- Manage
- Organize
- Plan
- Prepare
- Propose
- Set up
- Write

# Evaluation

- Appraise
- Argue
- Assess
- Attach
- Choose
- Compare
- Defend
- Estimate
- Judge
- Predict
- Rate
- Core
- Select
- Support
- Value
- Evaluate

# Free Resources for E-Learning Development

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## Audio

- **Audacity** (download):  
<http://audacity.sourceforge.net/>  
Free sound recording and editing software easy enough for a novice to use without much effort, yet packing advanced features and filters for more experienced users. Record your own podcast, rip sounds from your PC's sound card, or make audio mash ups – the only limit is your creativity.
- **ccMixer** (online music library)  
<http://ccmixter.org/>  
ccMixer is a community music site featuring remixes licensed under **Creative Commons** where you can listen to, sample, mash-up, or interact with music in whatever way you want. **Remixers**, if you're into sampling, remixing and mash-ups grab the **sample packs** and **a cappellas** for download and you can upload your version back into ccMixer for others to enjoy and re-sample. All legal.
- **Freesound Project**  
[www.FreeSound.org](http://www.FreeSound.org) (online sound library)  
The Freesound Project is a collaborative database of Creative Commons licensed sounds. Freesound focuses only on sound, not songs.

## Audio Graphics

- **Jing** (web-based)  
<http://www.jingproject.com/>  
Instead of typing at people, show them what you're talking about. Jing allows you to snap a screenshot, narrate it, and then share it immediately by web, instant message, or email.

## Rapid Course Authoring Tools for E-Learning

- **CourseLab** (software download):  
<http://www.courselab.com/>  
CourseLab is a powerful, yet easy-to-use, e-learning authoring tool that offers programming-free WYSIWYG environment for creating high-quality interactive e-learning content which can be published on the Internet, Learning Management Systems (LMS), CD-ROMS and other devices.
- **Udutu.com** (web-based):  
<http://www.myudutu.com/myudutu/login.aspx>  
Easy to use, web-based course authoring tool that allows even novices to create compelling course modules. You are able to easily import existing curriculums and PowerPoint presentations. Flexible templates allow users to effortlessly and attractively present material to learners, engaging them with interactions, and immersing them in branching scenarios. Udutu includes support for all major types of graphic, sound, and video formats automatically optimized for web delivery. The authoring tool also extracts a .zip file that integrates seamlessly with any SCORM compliant LMS.

## Screencasting

- Screencast-o-matic (web-based):  
<http://www.screencast-o-matic.com/>  
Screencast-o-matic allows users to record a screencast with audio from their web browser. Screencasts can then be uploaded directly to Youtube or saved and exported to a local computer. This tool allows for up to 15 minutes of recording and custom screen recording sizes to fit all size computer monitors.
- Screen Jelly (web-based):  
<http://www.screenjelly.com/>  
Screenjelly records your screen activity with your voice so you can spread it via Twitter or email. Recording is full screen and limited to 5 minutes.
- Screenr (web-based):  
<http://screenr.com>  
Record ready-to-tweet screencasts in seconds. Recording is limited to 5 minutes.

## Images

- Customizing Clipart (tutorial):  
<http://screenr.com/b2A>  
E-Learning guru Tom Kuhlmann demonstrates how to edit clipart within PowerPoint to create custom images for your e-learning modules.
- Adobe Female Model (download):  
[http://www.adobe.com/cfusion/exchange/index.cfm?event=extensionDetail&loc=en\\_us&extid=1047550](http://www.adobe.com/cfusion/exchange/index.cfm?event=extensionDetail&loc=en_us&extid=1047550)  
Image pack containing a female model with multiple facial expressions. These images do not contain a background, making it easy to import and blend with other images. Great to use on feedback screens of course modules.
- Creative Commons Search (online image library)  
[search.creativecommons.org](http://search.creativecommons.org)  
Search through Creative Commons sources for images, sounds, music, and video. Pay attention to the various types of licenses to ensure that you can legally reuse/repurpose the source content.

## Video

- Hypercam 2 (download):  
<http://www.hyperionics.com/>  
If you've ever wanted to record video playing on your computer screen but did not have the money to purchase Camtasia, here's the program from you. Hypercam allows you to record the output of your PC's video card (giving you the ability to record full motion video) and save it in a variety of file formats including AVI and FLV.
- KeepVid (web-based):  
<http://keepvid.com/>  
Download an FLV or Mpeg4 file of your favorite online videos from sites like Youtube or Metacafe. Please respect copyright laws and not use your newfound video ripping powers for evil!