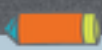
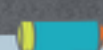




# CREATING YOUR CLASSROOM

## C.R.A.N.K. OUT YOUR COURSE APP

A simple step-by-step course capture and creation  
application.



CREATED BY  
COURSE COACH, TONI L. BROWN

Toni L. Brown, LLC (c) 2017

# Legalese for Workbook



We love our products, and we hope you do, too. That said, sometimes we might slip up, and sometimes, errors happen. Things like pricing or merchandise descriptions get mixed up, and then we look bad. While that stinks, what's most important to us is that you're happy. So while we can't guarantee that all information on the site is always 100% accurate at any given time, if you do notice a mistake? Please don't hesitate to contact us and let us know. Since we can't guarantee the products for your particular circumstances or purposes, nor the [insert features you cannot guarantee – examples: color, texture, size, etc.], we can guarantee that we'll give you the best customer service we can to remedy the situation.

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# MEET YOUR TEACH

Toni L. Brown, LLC (c) 2017





## Hi I'm Toni Brown,

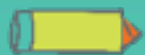
Your course coach, here to help you capture and catapult your course to great heights! I get you organized so you can design and launch your course in record time.

It is my mission to help you boost your bottomline so you can turn your "Ors" into "Ands", by generating more money for you and your family.

Thank you for purchasing this workbook. You can always reach me in my Facebook Group Create Your Course to gain additional support.

## Questions?

Send questions straight to me at  
[CoachMe@CreateMyCourseToni.com](mailto:CoachMe@CreateMyCourseToni.com)



# Content Mapping (The Blueprint)

## Content Order

1

Enter course topic

TITLE

2

Enter Specific  
Teaching  
Modules (STMs)

M1

M2

M3

M4

M5



## Course Objectives

Enter the performance and condition for the objective below. Enter an action verb that the learner will be able to perform after instruction has taken place. Use the Appendix to select an action verb that best describes what the learner will be able to do at the end of your class.

3

Create Objectives for STM

M1

By the end of this (platform) \_\_\_\_\_ the learner  
will be able to (action verb) \_\_\_\_\_ (the  
performance) \_\_\_\_\_.

Type your complete STM #1 Objective here.



## Course Objectives

Enter the performance and condition for the objective below. Enter an action verb that the learner will be able to perform after instruction has taken place. Use the Appendix to select an action verb that best describes what the learner will be able to do at the end of your class.

3

Create Objectives for STM

M2

By the end of this (platform) \_\_\_\_\_ the learner  
will be able to (action verb) \_\_\_\_\_ (the  
performance) \_\_\_\_\_.

Type your complete STM #2 Objective here.





## Course Objectives

Enter the performance and condition for the objective below. Enter an action verb that the learner will be able to perform after instruction has taken place. Use the Appendix to select an action verb that best describes what the learner will be able to do at the end of your class.

3

Create Objectives for STM

M3

By the end of this (platform) \_\_\_\_\_ the learner  
will be able to (action verb) \_\_\_\_\_ (the  
performance) \_\_\_\_\_.

Type your complete STM #3 Objective here.



## Course Objectives

Enter the performance and condition for the objective below. Enter an action verb that the learner will be able to perform after instruction has taken place. Use the Appendix to select an action verb that best describes what the learner will be able to do at the end of your class.

3

Create Objectives for STM

M4

By the end of this (platform) \_\_\_\_\_ the learner  
will be able to (action verb) \_\_\_\_\_ (the  
performance) \_\_\_\_\_.

Type your complete STM #4 Objective here.



## Course Objectives

Enter the performance and condition for the objective below. Enter an action verb that the learner will be able to perform after instruction has taken place. Use the Appendix to select an action verb that best describes what the learner will be able to do at the end of your class.

3

Create Objectives for STM

M5

By the end of this (platform) \_\_\_\_\_ the learner  
will be able to (action verb) \_\_\_\_\_ (the  
performance) \_\_\_\_\_.

Type your complete STM #5 Objective here.

# Content Mapping (The Blueprint)

## Create Your Task List

A set of procedures that when applied to a course goal, results in identifying the relevant steps for the students to learn.

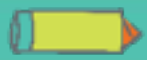
4

Brainstorm

List all the steps needed to reach the course objective. Start with the first step and continue through your process until you have reached the final step or task.

- |                             |                             |
|-----------------------------|-----------------------------|
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |
| <input type="radio"/> _____ | <input type="radio"/> _____ |





# Content Mapping (The Blueprint)

## Content Order

5 Enter Lesson Teachables

2

Enter Specific Teaching Modules (STMs)

1

Enter course topic

TITLE

M1

M2

M3

M4

M5

3

The background features a teal section on the left with a repeating pattern of small geometric shapes (circles, squares, triangles). On the right, there is a solid orange section. Overlapping these are several large, semi-transparent circles in yellow, teal, and light blue. A thin white circle is also visible in the orange area.

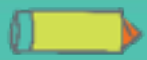
# Module Mapping

Creating the blueprint to your modules

The background is split vertically by a thin white line. The left side is a solid light green color, and the right side is a solid orange color. There are several large, semi-transparent circles: a teal circle at the top center, a light blue circle at the bottom left, and a large teal circle on the right side that overlaps the orange background. A thin white circle outline is also visible on the orange background.

# Module 1

What will they learn?  
How will they learn it?



# Content Mapping (The Blueprint)

## Content Order

1

Enter course topic

TITLE

2

Enter Specific  
Teaching  
Modules (STMs)

M1

M2

M3

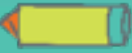
M4

M5



# Activities & Engagements

## Engagement



TITLE

M1

List Lesson Teachables (TLs)

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6

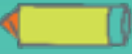
List Lesson Title

Lesson Title:

7

Identify TL Engagement Opportunities

Engagement:



## Method

Use this space to jot down different types of methods that work best for your content and your learner. Then select the one that works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Mark the media you will use to deliver your content.*

## Method

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Group        | <input type="checkbox"/> Self-paced (dripped)     |
| <input type="checkbox"/> Lectures     | <input type="checkbox"/> Self-paced (all at once) |
| <input type="checkbox"/> eLearning    | <input type="checkbox"/> Coaching                 |
| <input type="checkbox"/> Blended      | <input type="checkbox"/> Consulting               |
| <input type="checkbox"/> Presentation | <input type="checkbox"/> Workshop/Camp            |
| <input type="checkbox"/> Games        | <input type="checkbox"/> Brainstorming            |

Enter your STM #1 Method here \_\_\_\_\_

## Methods, Media & Materials Media

Use this space to jot down different types of media that work best for your content and your learner. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Highlight or Circle the format and method you will use to deliver your content.*

### Media

Webinar  
Video Series  
Screen capture Tutorial  
Manual/Tutorial  
Interactive Worksheets  
Movies/Songs/Show

Workbook  
Podcast  
Workshops  
Audio Series  
Class discussions  
eBook

Enter your STM #1 Media here \_\_\_\_\_

# Methods, Media & Materials Materials

10

## Identify Your Supporting Materials

Use this space to jot down different types of materials that enhance your content and your learner experience. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Add a mark in front of the material(s) that will enhance the learning experience.*

### Materials

☐ Quick Reference  
☐ Guide  
☐ Checklist  
☐ Worksheet

☐ Workbook  
☐ Job Aids  
☐ Step-by-Step Tutorial  
☐ Interactive Worksheets

Enter your STM #1 Materials here \_\_\_\_\_



# Methods, Materials & Media Reinforcements

11

Identify Ways to Reinforce and Enhance the learning

Use this space to jot down different types of activities that enhance your content and your learner experience. Then select the one the works below.

## Brainstorming

*Add a mark in front of the activity(s) that will enhance the learning experience.*

## Activities

- |   |   |
|---|---|
| <input type="checkbox"/> Respond by Twitter   | <input type="checkbox"/> Complete a project |
| <input type="checkbox"/> Create a short video | <input type="checkbox"/> Create a plan      |
| <input type="checkbox"/> Create a list        | <input type="checkbox"/> Email you homework |
| <input type="checkbox"/> Brainstorm           | <input type="checkbox"/> Q & A sessions     |
| <input type="checkbox"/> Presentation         | <input type="checkbox"/> Research & Post    |

Enter your STM #1 Activities here \_\_\_\_\_



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

*M1 Title*

*M1 Objective(s)*

*M1 Method*

*Lesson \_\_\_\_*

*L \_\_\_\_ Objective(s)*

*Tasks*

*Media*

*Activities*

*Materials*

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

*M1 Title*

*M1 Objective(s)*

*M1 Method*

*Lesson \_\_\_\_*

*L \_\_\_\_ Objective(s)*

*Tasks*

*Media*

*Activities*

*Materials*

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

*M1 Title*

*M1 Objective(s)*

*M1 Method*

*Lesson \_\_\_\_*

*L \_\_\_\_ Objective(s)*

*Tasks*

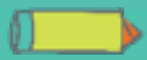
*Media*

*Activities*

*Materials*

**NOTES:**





# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

*M1 Title*

*M1 Objective(s)*

*M1 Method*

*Lesson \_\_\_\_*

*L \_\_\_\_ Objective(s)*

*Tasks*

*Media*

*Activities*

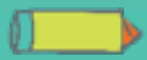
*Materials*

**NOTES:**

The background is split vertically by a thin white line. The left side is a solid light green color, and the right side is a solid orange color. There are several large, semi-transparent circles: a teal circle at the top center, a light blue circle at the bottom left, and a large teal circle on the right side that overlaps the orange background. A thin white circle outline is also visible on the orange background.

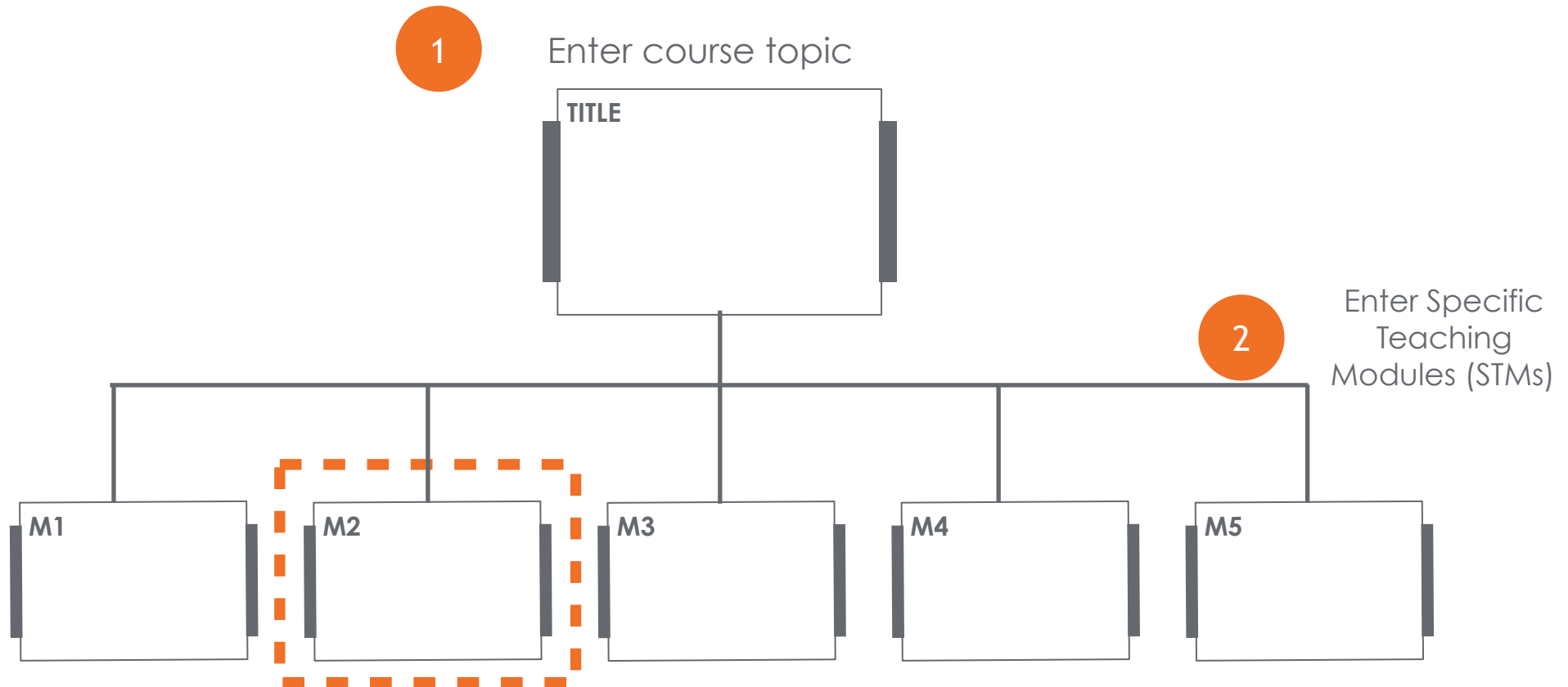
# Module 2

What will they learn?  
How will they learn it?



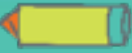
# Content Mapping (The Blueprint)

## Content Order



# Activities & Engagements

## Engagement



TITLE

M2

List Lesson Teachables (TLs)

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6

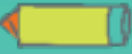
List Lesson Title

Lesson Title:

7

Identify TL Engagement Opportunities

Engagement:



## Method

Use this space to jot down different types of methods that work best for your content and your learner. Then select the one that works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Mark the media you will use to deliver your content.*

## Method

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Group        | <input type="checkbox"/> Self-paced (dripped)     |
| <input type="checkbox"/> Lectures     | <input type="checkbox"/> Self-paced (all at once) |
| <input type="checkbox"/> eLearning    | <input type="checkbox"/> Coaching                 |
| <input type="checkbox"/> Blended      | <input type="checkbox"/> Consulting               |
| <input type="checkbox"/> Presentation | <input type="checkbox"/> Workshop/Camp            |
| <input type="checkbox"/> Games        | <input type="checkbox"/> Brainstorming            |

Enter your STM #2 Method here \_\_\_\_\_

## Methods, Media & Materials Media

Use this space to jot down different types of media that work best for your content and your learner. Then select the one the works below. Definitions of each are in the Appendix. Click here to jump to it.

### Brainstorming

*Highlight or Circle the format and method you will use to deliver your content.*

### Media

Webinar  
Video Series  
Screen capture Tutorial  
Manual/Tutorial  
Interactive Worksheets  
Movies/Songs/Show

Workbook  
Podcast  
Workshops  
Audio Series  
Class discussions  
eBook

Enter your STM #2 Media here \_\_\_\_\_

# Methods, Media & Materials Materials

10

## Identify Your Supporting Materials

Use this space to jot down different types of materials that enhance your content and your learner experience. Then select the one the works below. Definitions of each are in the Appendix. Click here to jump to it.

### Brainstorming

*Add a mark in front of the material(s) that will enhance the learning experience.*

### Materials

☐ Quick Reference  
☐ Guide  
☐ Checklist  
☐ Worksheet

☐ Workbook  
☐ Job Aids  
☐ Step-by-Step Tutorial  
☐ Interactive Worksheets

Enter your STM #2 Materials here \_\_\_\_\_



# Methods, Materials & Media Reinforcements

11

Identify Ways to Reinforce and Enhance the learning

Use this space to jot down different types of activities that enhance your content and your learner experience. Then select the one the works below.

## Brainstorming

*Add a mark in front of the activity(s) that will enhance the learning experience.*

## Activities

- |   |   |
|---|---|
| <input type="checkbox"/> Respond by Twitter   | <input type="checkbox"/> Complete a project |
| <input type="checkbox"/> Create a short video | <input type="checkbox"/> Create a plan      |
| <input type="checkbox"/> Create a list        | <input type="checkbox"/> Email you homework |
| <input type="checkbox"/> Brainstorm           | <input type="checkbox"/> Q & A sessions     |
| <input type="checkbox"/> Presentation         | <input type="checkbox"/> Research & Post    |

Enter your STM #2 Activities here \_\_\_\_\_



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

**M2 Title**

**M2 Objective(s)**

**M2 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M2 Title**

**M2 Objective(s)**

**M2 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

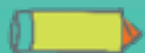
**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M2 Title**

**M2 Objective(s)**

**M2 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

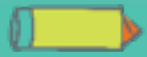
**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M2 Title**

**M2 Objective(s)**

**M2 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

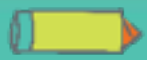
**Materials**

**NOTES:**

The background is split vertically by a thin white line. The left side is a solid lime green, and the right side is a solid orange. There are three large circles: a teal one at the top center, a light blue one at the bottom left, and a large teal one on the right side that is partially cut off by the edge. A thin white circle outline is also visible on the orange background.

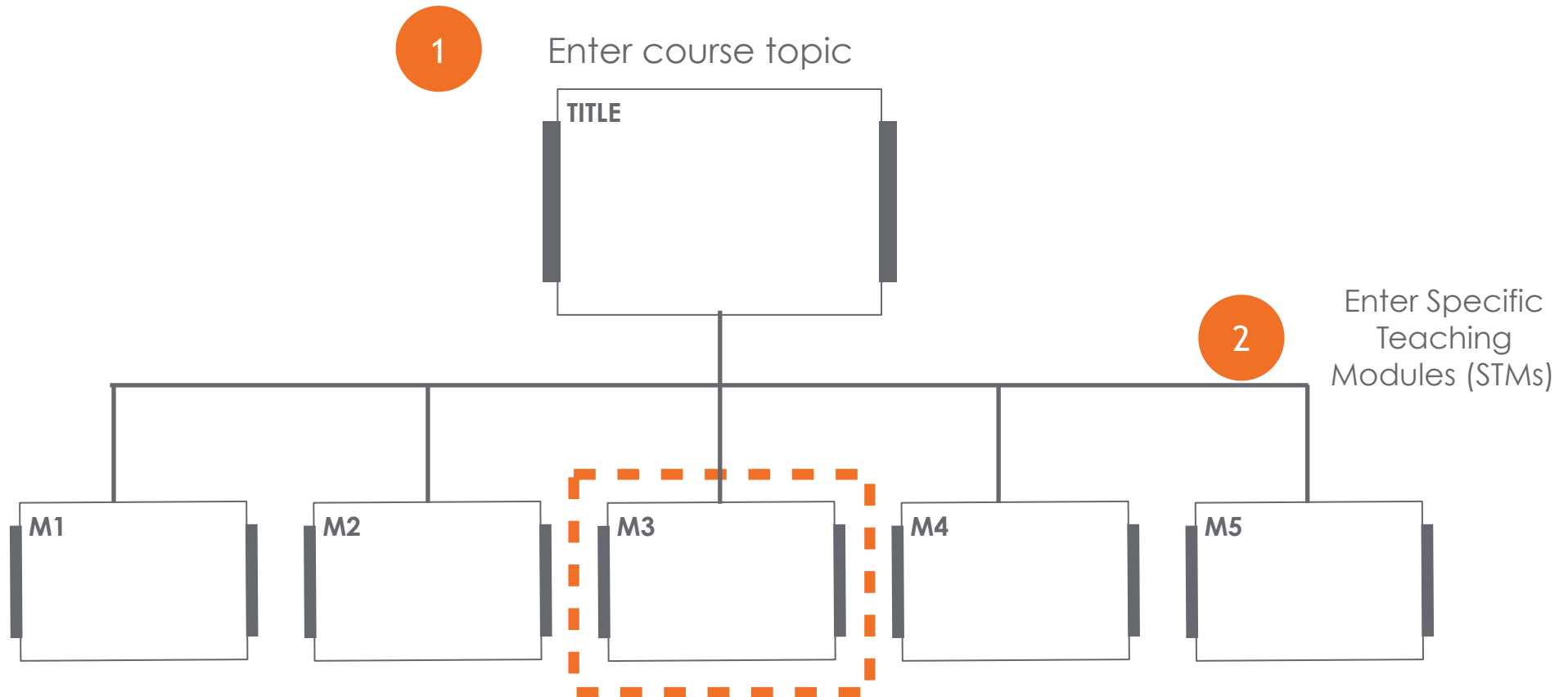
# Module 3

What will they learn?  
How will they learn it?



# Content Mapping (The Blueprint)

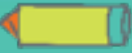
## Content Order





# Activities & Engagements

## Engagement



TITLE

M3

List Lesson Teachables (TLs)

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6

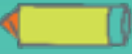
List Lesson Title

Lesson Title:

7

Identify TL Engagement Opportunities

Engagement:



## Method

Use this space to jot down different types of methods that work best for your content and your learner. Then select the one that works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Mark the media you will use to deliver your content.*

## Method

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Group        | <input type="checkbox"/> Self-paced (dripped)     |
| <input type="checkbox"/> Lectures     | <input type="checkbox"/> Self-paced (all at once) |
| <input type="checkbox"/> eLearning    | <input type="checkbox"/> Coaching                 |
| <input type="checkbox"/> Blended      | <input type="checkbox"/> Consulting               |
| <input type="checkbox"/> Presentation | <input type="checkbox"/> Workshop/Camp            |
| <input type="checkbox"/> Games        | <input type="checkbox"/> Brainstorming            |

Enter your STM #3 Method here \_\_\_\_\_

## Methods, Media & Materials Media

Use this space to jot down different types of media that work best for your content and your learner. Then select the one the works below. Definitions of each are in the Appendix. Click here to jump to it.

### Brainstorming

*Highlight or Circle the format and method you will use to deliver your content.*

### Media

Enter your STM #3 Media here.

Webinar  
Video Series  
Screen capture Tutorial  
Manual/Tutorial  
Interactive Worksheets  
Movies/Songs/Show

Workbook  
Podcast  
Workshops  
Audio Series  
Class discussions  
eBook

Enter your STM #3 Media here \_\_\_\_\_

# Methods, Media & Materials Materials

10

## Identify Your Supporting Materials

Use this space to jot down different types of materials that enhance your content and your learner experience. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Add a mark in front of the material(s) that will enhance the learning experience.*

### Materials

- ☐ Quick Reference
- ☐ Guide
- ☐ Checklist
- ☐ Worksheet

- ☐ Workbook
- ☐ Job Aids
- ☐ Step-by-Step Tutorial
- ☐ Interactive Worksheets

Enter your STM #3 Materials here \_\_\_\_\_

# Methods, Materials & Media Reinforcements

11

Identify Ways to Reinforce and Enhance the learning

Use this space to jot down different types of activities that enhance your content and your learner experience. Then select the one the works below.

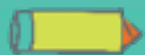
## Brainstorming

*Add a mark in front of the activity(s) that will enhance the learning experience.*

## Activities

- |   |   |
|---|---|
| <input type="checkbox"/> Respond by Twitter   | <input type="checkbox"/> Complete a project |
| <input type="checkbox"/> Create a short video | <input type="checkbox"/> Create a plan      |
| <input type="checkbox"/> Create a list        | <input type="checkbox"/> Email you homework |
| <input type="checkbox"/> Brainstorm           | <input type="checkbox"/> Q & A sessions     |
| <input type="checkbox"/> Presentation         | <input type="checkbox"/> Research & Post    |

Enter your STM #3 Activities here \_\_\_\_\_



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

**M3 Title**

**M3 Objective(s)**

**M3 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M3 Title**

**M3 Objective(s)**

**M3 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

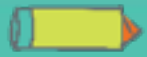
**Media**

**Activities**

**Materials**

**NOTES:**





# Develop: Instructional Flow

## Module Mapping Lesson

**M3 Title**

**M3 Objective(s)**

**M3 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M3 Title**

**M3 Objective(s)**

**M3 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

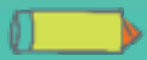
**Materials**

**NOTES:**

The background is split vertically by a thin white line. The left side is a solid light green color, and the right side is a solid orange color. There are several large, semi-transparent circles: a teal circle at the top center, a light blue circle at the bottom left, and a large teal circle on the right side that overlaps the orange background. A thin white circle outline is also visible on the orange background.

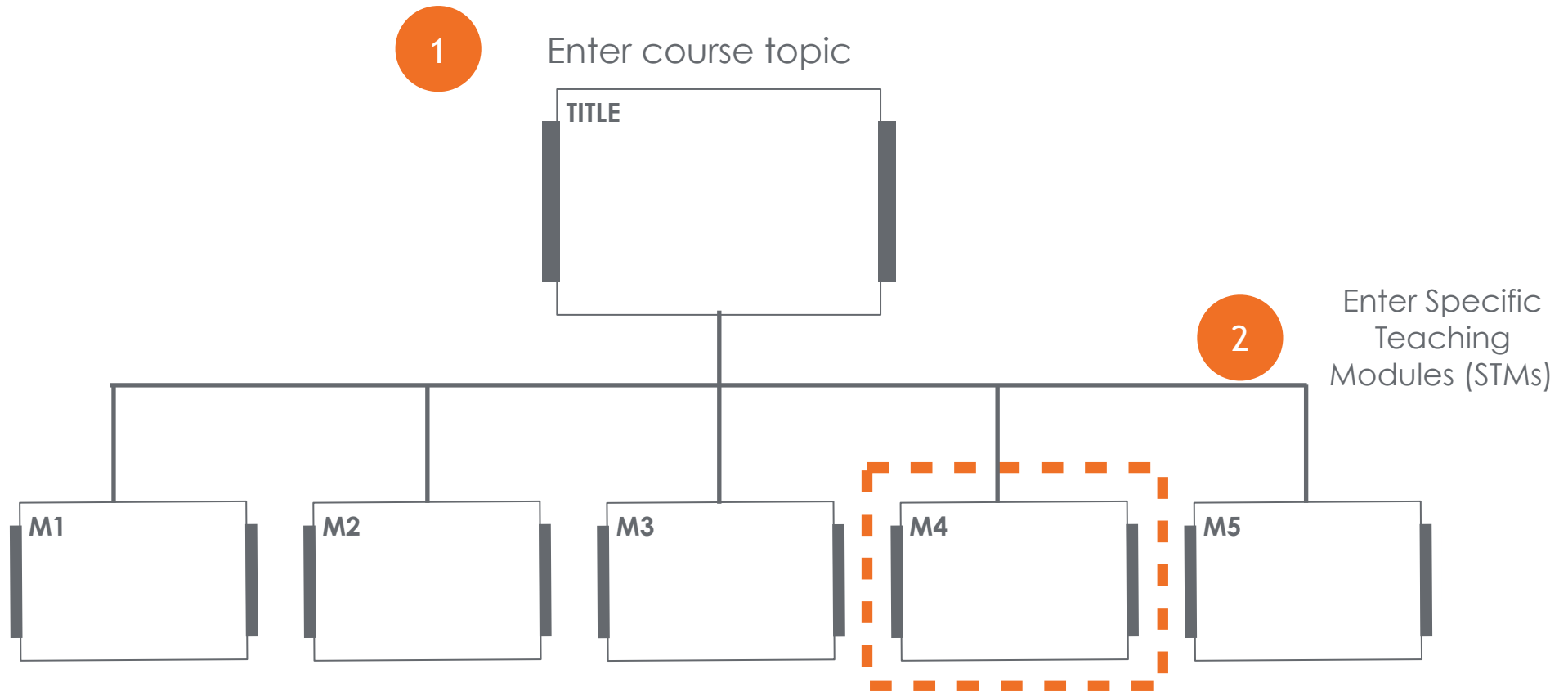
# Module 4

What will they learn?  
How will they learn it?



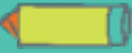
# Content Mapping (The Blueprint)

## Content Order



# Activities & Engagements

## Engagement



TITLE

M4

List Lesson Teachables (TLs)

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6

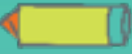
List Lesson Title

Lesson Title:

7

Identify TL Engagement Opportunities

Engagement:



## Method

Use this space to jot down different types of methods that work best for your content and your learner. Then select the one that works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Mark the media you will use to deliver your content.*

## Method

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Group        | <input type="checkbox"/> Self-paced (dripped)     |
| <input type="checkbox"/> Lectures     | <input type="checkbox"/> Self-paced (all at once) |
| <input type="checkbox"/> eLearning    | <input type="checkbox"/> Coaching                 |
| <input type="checkbox"/> Blended      | <input type="checkbox"/> Consulting               |
| <input type="checkbox"/> Presentation | <input type="checkbox"/> Workshop/Camp            |
| <input type="checkbox"/> Games        | <input type="checkbox"/> Brainstorming            |

Enter your STM #4 Method here \_\_\_\_\_

## Methods, Media & Materials Media

Use this space to jot down different types of media that work best for your content and your learner. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Highlight or Circle the format and method you will use to deliver your content.*

### Media

Webinar  
Video Series  
Screen capture Tutorial  
Manual/Tutorial  
Interactive Worksheets  
Movies/Songs/Show

Workbook  
Podcast  
Workshops  
Audio Series  
Class discussions  
eBook

Enter your STM #4 Media here \_\_\_\_\_

# Methods, Media & Materials Materials

10

## Identify Your Supporting Materials

Use this space to jot down different types of materials that enhance your content and your learner experience. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Add a mark in front of the material(s) that will enhance the learning experience.*

### Materials

☐ Quick Reference  
☐ Guide  
☐ Checklist  
☐ Worksheet

☐ Workbook  
☐ Job Aids  
☐ Step-by-Step Tutorial  
☐ Interactive Worksheets

Enter your STM #4 Materials here \_\_\_\_\_



# Methods, Materials & Media Reinforcements

11

Identify Ways to Reinforce and Enhance the learning

Use this space to jot down different types of activities that enhance your content and your learner experience. Then select the one the works below.

## Brainstorming

*Add a mark in front of the activity(s) that will enhance the learning experience.*

## Activities

- |   |   |
|---|---|
| <input type="checkbox"/> Respond by Twitter   | <input type="checkbox"/> Complete a project |
| <input type="checkbox"/> Create a short video | <input type="checkbox"/> Create a plan      |
| <input type="checkbox"/> Create a list        | <input type="checkbox"/> Email you homework |
| <input type="checkbox"/> Brainstorm           | <input type="checkbox"/> Q & A sessions     |
| <input type="checkbox"/> Presentation         | <input type="checkbox"/> Research & Post    |

Enter your STM #4 Activities here \_\_\_\_\_



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

**M4 Title**

**M4 Objective(s)**

**M4 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M4 Title**

**M4 Objective(s)**

**M4 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M4 Title**

**M4 Objective(s)**

**M4 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M4 Title**

**M4 Objective(s)**

**M4 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

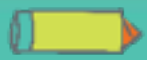
**Activities**

**Materials**

**NOTES:**

# Module 5

What will they learn?  
How will they learn it?



# Content Mapping (The Blueprint)

## Content Order

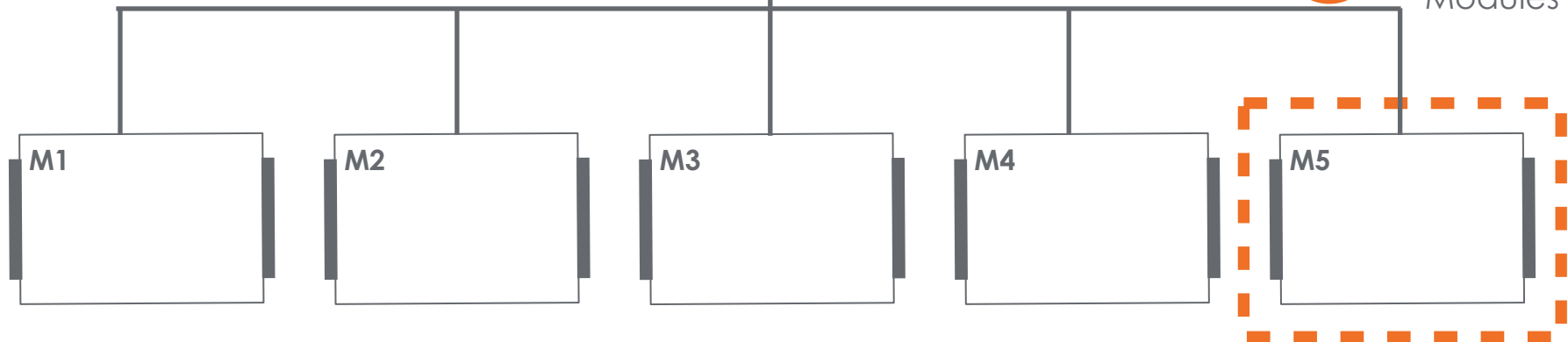
1

Enter course topic

TITLE

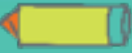
2

Enter Specific  
Teaching  
Modules (STMs)



# Activities & Engagements

## Engagement



TITLE

M5

List Lesson Teachables (TLs)

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6

List Lesson Title

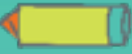
Lesson Title:

7

Identify TL Engagement Opportunities

Engagement:





## Method

Use this space to jot down different types of methods that work best for your content and your learner. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Mark the media you will use to deliver your content.*

## Method

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Group        | <input type="checkbox"/> Self-paced (dripped)     |
| <input type="checkbox"/> Lectures     | <input type="checkbox"/> Self-paced (all at once) |
| <input type="checkbox"/> eLearning    | <input type="checkbox"/> Coaching                 |
| <input type="checkbox"/> Blended      | <input type="checkbox"/> Consulting               |
| <input type="checkbox"/> Presentation | <input type="checkbox"/> Workshop/Camp            |
| <input type="checkbox"/> Games        | <input type="checkbox"/> Brainstorming            |

Enter your STM #5 Method here \_\_\_\_\_

## Methods, Media & Materials Media

Use this space to jot down different types of media that work best for your content and your learner. Then select the one the works below. Definitions of each are in the Appendix. Click here to jump to it.

### Brainstorming

*Highlight or Circle the format and method you will use to deliver your content.*

### Media

Webinar  
Video Series  
Screen capture Tutorial  
Manual/Tutorial  
Interactive Worksheets  
Movies/Songs/Show

Workbook  
Podcast  
Workshops  
Audio Series  
Class discussions  
eBook

Enter your STM #5 Media here \_\_\_\_\_

# Methods, Media & Materials

## Materials

10

## Identify Your Supporting Materials

Use this space to jot down different types of materials that enhance your content and your learner experience. Then select the one the works below. Definitions of each are in the Appendix. [Click here to jump to it.](#)

### Brainstorming

*Add a mark in front of the material(s) that will enhance the learning experience.*

### Materials

☐ Quick Reference  
☐ Guide  
☐ Checklist  
☐ Worksheet

☐ Workbook  
☐ Job Aids  
☐ Step-by-Step Tutorial  
☐ Interactive Worksheets

Enter your STM #5 Materials here \_\_\_\_\_

# Methods, Materials & Media Reinforcements

11

Identify Ways to Reinforce and Enhance the learning

Use this space to jot down different types of activities that enhance your content and your learner experience. Then select the one the works below. Enter your choice in the field.

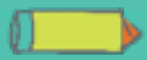
## Brainstorming

*Add a mark in front of the activity(s) that will enhance the learning experience.*

### Activities

- |   |   |
|---|---|
| <input type="checkbox"/> Respond by Twitter   | <input type="checkbox"/> Complete a project |
| <input type="checkbox"/> Create a short video | <input type="checkbox"/> Create a plan      |
| <input type="checkbox"/> Create a list        | <input type="checkbox"/> Email you homework |
| <input type="checkbox"/> Brainstorm           | <input type="checkbox"/> Q & A sessions     |
| <input type="checkbox"/> Presentation         | <input type="checkbox"/> Research & Post    |

Enter your STM #5 Activities here \_\_\_\_\_



# Develop: Instructional Flow

## Module Mapping Lesson

12

Make Your Money-Making Modules

**M5 Title**

**M5 Objective(s)**

**M5 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M5 Title**

**M5 Objective(s)**

**M5 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M5 Title**

**M5 Objective(s)**

**M5 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



# Develop: Instructional Flow

## Module Mapping Lesson

**M5 Title**

**M5 Objective(s)**

**M5 Method**

**Lesson \_\_\_\_**

**L \_\_\_\_ Objective(s)**

**Tasks**

**Media**

**Activities**

**Materials**

**NOTES:**



You just...

# C.R.A.N.K.ed Out Your Course

13

What's Next... Get to developing!

Need assistance?

Hop over to [CYC Study Hall](#)

