

# WORLD LEARNING'S 10 PRINCIPLES FOR DESIGNING ONLINE AND BLENDED TRAINING



**FOLLOW ADULT LEARNING PRINCIPLES.** Support skill development and shift participants' awareness by recognizing and incorporating their personal needs and experiences (Arghode et al., 2017; Chen, 2014; Knowles, 1984).



**FOSTER REFLECTIVE PRACTICE.** Follow the Experiential Learning Cycle by fostering critical reflection on concrete experiences coupled with action planning (Borg, 2006; Kolb, 2015; Rodgers, 2002).



**SCAFFOLD EVERYTHING.** Allow participants to smoothly navigate the course by providing clear instructions and multiple levels of support tailored to their needs and interests (Eberle & Hobrecht, 2021; Karimi & Norouzi, 2017; Martin et al., 2018).



**KEEP IT RELEVANT AND REAL.** Consistently illustrate concepts through concrete, micro case studies that focus the participants on relevant reflection for their professional development (Vold et al., 2020).



**DESIGN LIGHT.** Foster flexible learning that adheres to a participant's own pace, schedule, and technological capabilities by creating mobile- and data plan-friendly modular activities (Kaye & Ehren, 2021).



**INTEGRATE UNIVERSAL DESIGN FOR LEARNING (UDL).** Ensure every level of course design is inclusive and motivating for the widest range of backgrounds and abilities by integrating thorough and varied applications of UDL (Rogers-Shaw et al., 2018).



**FOSTER COMMUNITY.** Guarantee participant retention and learning by fostering a sense of community, peer collaboration, and social presence (Feyzi Behnagh & Yasrebi, 2020; Garrison et al., 2010).



**ONLY USE TECHNOLOGY TO IMPROVE.** Seek to redefine rather than replace old technology practices, and always put alternatives in place to improve the quality and accessibility of a learning experience (Crompton & Burke, 2020).



**ENSURE CYBERSECURITY.** When participants use platforms that track their cyber activity or introduce security vulnerabilities, ensure that their rights and safety are prioritized (Kiennert et al., 2019; Hathaway & Spidalieri, 2021).



**KEEP IT OPEN.** Introduce participants to open educational resources (OER), encourage repurposing materials, and use open-source materials as much as possible to reduce costs (Ossiannilsson, 2019).

