

Goal 1:

Learn the basics of the Agile ID Model

Performance Objective	Classification	Assessment Items
Given a list of options, the learner will be able to define Agile ID	Fact/Recall	<p>1. MC – Choose the most appropriate finish fort this sentence: Agile ID is designed for _____</p> <ul style="list-style-type: none"> a. Speed b. Flexibility c. Collaboration d. All of the above <p>Key: D</p>
Given a statement, the learner will be able to recognize a false statement about Agile ID.	Fact/Recall	<p>1. T/F – Iteration is an important defining feature of Agile ID (True)</p> <p>2. T/F – Agile meetings take as long as need be cover all the material (False)</p>
Given a list of options the learner will be able to identify the steps used in Agile ID	Fact/Recall	<p>1. MC – Select matching step for this description: Using the appropriate resources to provide necessary supports for the learner and client.</p> <ul style="list-style-type: none"> a. Align b. Get Set c. Iterate and Implement d. Leverage e. Evaluate <p>Key: D</p> <p>2. MC – Select matching step for this description: Address any issues that have arisen and provide the material to the client for use.</p> <ul style="list-style-type: none"> a. Align b. Get Set c. Iterate and Implement d. Leverage e. Evaluate <p>Key: C</p>

		<p>3. MC – Select matching step for this description: Analyzing the learner and environment so that the project will address the required priorities.</p> <ol style="list-style-type: none"> Align Get Set Iterate and Implement Leverage Evaluate <p>Key: A</p> <p>4. MC – Select matching step for this description: Did the story achieve its goal? Are there any changes required?</p> <ol style="list-style-type: none"> Align Get Set Iterate and Implement Leverage Evaluate <p>Key: E</p> <p>5. MC – Select matching step for this description: Gather resources and map out the stories and material..</p> <ol style="list-style-type: none"> Align Get Set Iterate and Implement Leverage Evaluate <p>Key: B</p>
<p>Given a list of options, the learner will be able to relevant stakeholders in Agile ID.</p>	<p>Fact/Recall</p>	<p>1. MC – Which stakeholder makes sure that meetings don't go too long?</p> <ol style="list-style-type: none"> Project Manager Writer Designer Developer <p>Key: A</p> <p>2. MC – Which stakeholder makes determines the learning theory and course structure?</p> <ol style="list-style-type: none"> Instructional Designer Subject Matter Expert Writer Client

		Key: A
Given a statement, the learner will be able to recognize a false statement about Agile ID pros and cons.	Fact/Recall	Identify whether the following statements concerning Agile ID are true or false. 1. T/F – A con is: Agile ID is slower than traditional methods. (False) 2. T/F – A pro is Agile ID is iterative. (True)
Given a statement, the learner will be able to recognize a false statement about Agile ID blockers.	Fact/Recall	Identify whether the following statement concerning Agile ID blockers is true or false. 1. T/F – Agile ID thrives in chaos and does not require stakeholder discipline. (False)

Goal 2:

Learn the similarities and differences between MRK, ADDIE, and Agile ID

Performance Objective	Classification	Assessment Items
Given a statement, the learner will be able to recognize a false statement concerning ID model similarities.	Fact/Recall	Identify whether the following statements concerning MRK, ADDIE, and Agile are true or false. 1. T/F – All three use the same basic building blocks. (True)
Given a statement, the learner will be able to recognize a false statement concerning ID model differences.	Fact/Recall	Identify whether the following statements concerning MRK, ADDIE, and Agile are true or false. 1. T/F – MRK and ADDIE are Waterfall development. (True) 2. ADDIE faster than Agile and MRK (False)

Goal 3:

Learn which ID model is best for a given scenario

Performance Objective	Classification	Assessment Items
Given a scenario, the learner will be able to identify the most appropriate ID model to use.	Concept	Complex online learning tool that requires technical expertise and will be highly interactive. The client is unsure of what they really want. <ol style="list-style-type: none"> a. MRK b. ADDIE c. Agile <p>Key: C</p>

Goal 4:

Reinforce existing knowledge on MRK

Performance Objective	Classification	Assessment Items
Given a blank diagram, the learner will be able to assemble the MRK model.	Procedure	Use the existing puzzle pieces to complete the MRK diagram

Goal 5:

Reinforce existing knowledge on ADDIE

Performance Objective	Classification	Assessment Items
Given a blank diagram, the learner will be able to assemble the ADDIE model.	Procedure	1. Use the existing puzzle pieces to complete the ADDIE diagram

Goal 6:

Learn the history and background of Agile ID

Performance Objective	Classification	Assessment Items
Given a statement, the learner will be able to recognize a false statement concerning Agile Development's history.	Fact/Recall	Identify whether the following statement concerning Agile Development history is true or false.

		1. T/F – Agile development is fairly new and was developed in the last 20 years (True)
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