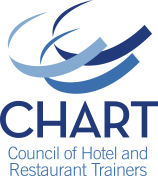
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**CHART MASTER CLASS APPLICATION  
INSTRUCTIONAL DESIGN TRACK**

CHART Master Classes are in-depth workshops focused on applying the concepts learned in each competency track to the real life projects/challenges/initiatives brought to the session by participants.

The CHART **Instructional Design Master Class** is intended for people who have completed all workshops in the Instructional Design competency track, but is open to other attendees who have instructional design projects that they need assistance with.

The **Instructional Design Master Class** will focus on working through each participant’s training project. Participants will walk away with:

* Practical application of concepts taught in the Instructional Design track workshops
* Best practices for tackling their instructional design challenge or bringing their initiative to life
* Feedback for improving any project materials developed to date
* Expert mentor support/guidance

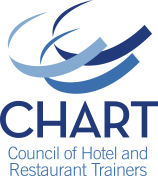
Additional information:

* Instructional Design Master Class size will be capped at 6-8 participants to ensure adequate time for each participant’s project. Open to all, but with priority for those who have completed the Instructional Design competency track.
* Peer sharing is a part of the master class experience. All participants are expected to contribute to the discussions of other participants’ projects.

Interested participants must submit this completed application to [chart@chart.org](mailto:chart@chart.org) in order to take part in the workshop. The application should provide enough detail to help facilitators prepare to mentor you during the session and tailor the experience to the needs of session participants.

Examples of instructional design projects include (but are not limited to):

* Conducting a training needs analysis
* Crafting strong learning objectives for a course (using Bloom’s Taxonomy)
* Organizing/structuring content in a course
* Selecting appropriate learning methods and media
* Making a course more interactive and engaging (using adult learning principles)
* Visual learning design for the page or screen
* Repurposing an existing training (e.g., classroom to elearning)
* Conducting a training evaluation

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**CHART MASTER CLASS APPLICATION  
INSTRUCTIONAL DESIGN TRACK**

|  |  |
| --- | --- |
| **Name:** |  |
| **Title:** |  |
| **Organization:** |  |

|  |
| --- |
| **Brief description of the project you plan to bring to the Instructional Design Master Class session:** |
|  |
| **Who is the audience for this project (roles and anticipated size of audience)?** |
|  |
| **Why is this project important to your organization?** |
|  |
| **What is the current state of the project or materials? (Provide samples if possible)** |
|  |
| **What are some of the current trouble spots you would like help with?** |
|  |
| **What do you want to be able to do or hope to accomplish following this workshop?** |
|  |