

GAGNE'S NINE EVENTS OF INSTRUCTION



GAIN ATTENTION OF THE LEARNERS

Capture attention and peak interest. Stimulate learners with novelty or surprise. Present an intriguing problem.



INFORM LEARNERS OF OBJECTIVES

Outline the learning objectives. Describe required performance and explain how they will benefit. Use the SMART approach to frame objectives.



STIMULATE RECALL OF PRIOR LEARNING

Draw on prior knowledge. Ask questions on previous experiences. Make connections from earlier topics to the current lesson.



PRESENT THE CONTENT

Organize information in a logical and easy-to-understand manner. Use a variety of presentation or delivery methods to share the content, such as videos, lectures, simulations, case studies, scenarios, analogies, etc.



PROVIDE GUIDANCE

Make the stimulus as meaningful as possible. Offer the learner guidance by providing coaching on how to learn the skill.



ELICIT PERFORMANCE

Let the learner practice the newly acquired skills, behavior, or knowledge in order to help them internalize the new information.



PROVIDE FEEDBACK

Provide immediate feedback to assess and facilitate learning. Offer different types of feedback - corrective, remedial, informative, analytical, etc.



ASSESS PERFORMANCE

Evaluate the effectiveness of instructional events by administering an assessment to determine if the expected learning outcome has been achieved.



ENHANCE RETENTION AND LEARNING TRANSFER

Provide the learners resources that enhance retention and transfer of knowledge so that they can internalize the newly acquired knowledge and enhance their expertise.