Summary of Curriculum Design Schema

Taylor's Objectives Model (1949) **Brady**'s Interaction Model (1981)	**Walker**'s Naturalistic Model (1971)	**Kennedy**'s 4-Phase Model (1984)	**Maker**'s Model	*What we learned in class*
1 Objectives	Platform (Plan)	Prenotional	Content modification (abstraction, complexity, variety, organisation, study of people, methods of enquiry)	*Make a concept map of the topic you want to teach*
2 Content	Deliberation (Chaos)	Notional	Process modification (higher levels of thinking, open-endedness, discovery, proof and reasoning, freedom of choice, group interaction)	*Put concepts into a teachable order*
3 Method	Design!	Production	Product modification (real problems, real audiences, evaluation, transformations)	*Add/remove as necessary, and develop how to explain these concepts at the appropriate skill level*
4 Evaluation		Post-Production		*Starting with the first and last lessons, make lesson plans, assignments and assessments for each class*

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