# **DESIGN FOR LEARNING**

Good learning design — for example, using blended learning models — can overcome digital fatigue and create engagement.



### Synchronous Learning

Happens in real time, whether in-person or online



#### **GREAT FOR:**

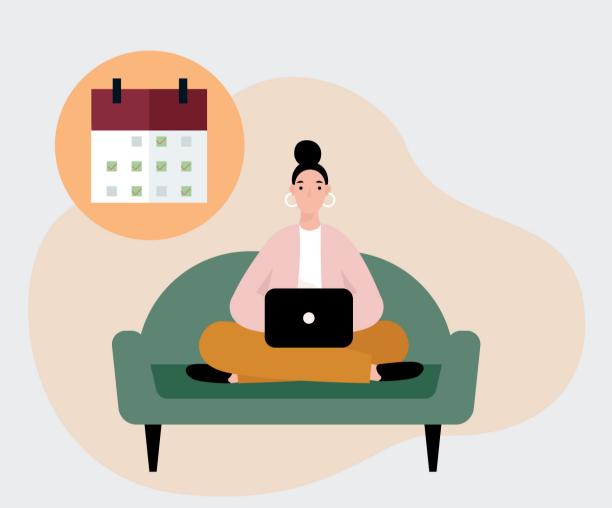
- Broadcast information on new policies, processes, updates
- Town hall/Q&A sessions
- Experiences that can be broken down into short sessions
- Small-group learning communities

## Asynchronous Learning

Can be done at the learner's convenience, from any location

### **GREAT FOR:**

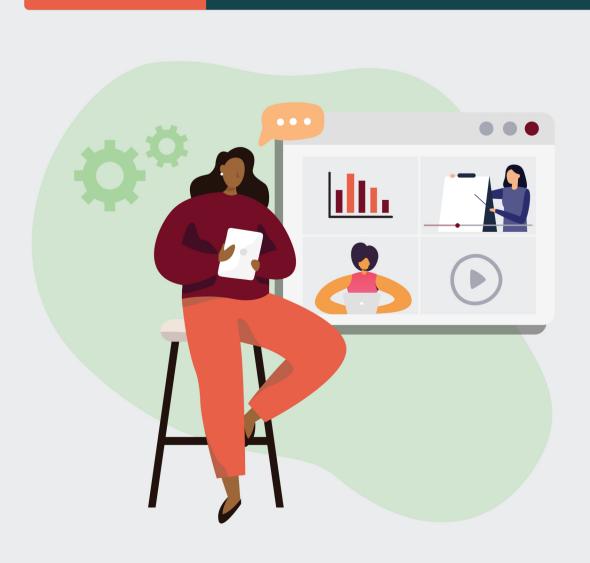
- Content to be digested at the learner's pace
- Activities that require reflection
- Practice and application to personally relevant circumstances
- Promoting inclusion of introverts and others



BEST OF BOTH WORLDS

## **Blended Learning**

Can drive engagement and collaboration across the learning experience



### **GREAT FOR:**

- Extended learning experiences
- Consolidating knowledge using a variety of learning methods
- Establishing and distributing accountability
- Creating connections between learners