Supra-Badge Reflection #2

Planning and Analysis

Completing the Planning and Analysis supra badge has been a great way to reflect on how I currently analyze different components for a project and ways that I can improve these skills. Through this badge, I was able to learn how to conduct a gap analysis and analyze the target population, techniques for instruction, and different technologies. Through the challenges and reflections I've completed, I've been able to see a lot of growth from when I started the program to now.

Gap Analysis

In EDCI 572, I was able to conduct a gap analysis in my design document for my Game of Life Design Project. This was similar to skills that I've used in the classroom but I was able to learn a lot from conducting a gap analysis multiple times for ID projects. It gave me an opportunity to see where a project is starting and where I want it to go and see what steps need to be taken to get to the goal. Being able to improve this skill helps me make a blueprint for my projects and have a very clear start and end goal. This is a skill that I can continue improving on in the ID field but I have a solid base to start with.

Target Population and Environment

In the LDT program, I was able to identify the target population and environment for different projects. I specifically used the design document from my Game of Life Project since in that project I identified both of these areas. I also have had many different opportunities to identify the stakeholders, environment, and learners for a project. To collect this data I learned how to utilize different data collection methods such as Google Form surveys and Google Sheets to organize the data I collected. I want to utilize more diverse data collection methods and assessments in the future but right now I have the skills to identify the necessary components to begin working on an ID project.

Analysis Techniques For Instruction

By completing different assignments, I was able to build and hone my skills for identifying and analyzing pre-requisite skills and knowledge. This was a skill set that I had as a

educator but it is slightly different with ID. The pre-requisite skills and knowledge can change so much from one project to another and I've learned how important it is to ask a lot of questions and be detail-oriented when outlining this information for a project or learning module. Being able to identify the learning objectives and working backward to identify what skills the learners need to have to begin the learning module. I have also been able to implement different types of assessments and data collection to determine what skills my learners currently have so I know where to start creating the module or project.

I also have gained experience utilizing various techniques to analyze sources to utilize in learning activities, projects, and learning modules. I already know and understand the importance of using various sources and making sure that they are valid and relevant. I have gained the skills to be able to locate, synthesize, and connect sources to whatever project I'm working on at the time. This skill has been invaluable in this program and in the classroom. I will continue to build those skills and make sure the sources I find and utilize for ID projects are relevant and intentional. With the increase of different technologies such as AI, I need to be more purposeful in finding sources and making sure that they are relevant to keeping my learners engaged and able to retain the content in the project or module.

Analyze Technologies

Analyzing technology is an integral part of ID. I'm able to interact with different types of technology and do research on the ways to utilize technology for the target population I'm working with depending on the client and project I'm working on. Specifically in one of my classes, I completed some research on the current landscape of AR/VR Technologies and its different applications in education during and after the pandemic and remote learning. I am always striving to learn more and be knowledgeable about different types of technology to help people learn and be engaged and active participants in their learning. Through my time in education and ID, I've learned and had the opportunity to work more with Google For Education, Articulate 360, Monday.com, Sutori, Nearpod, and other training and learning technologies that can be integrated into an ID project or learning module. With how much new technology is emerging every year, I am excited to learn and grow in this landscape and put more tools in my toolbox.