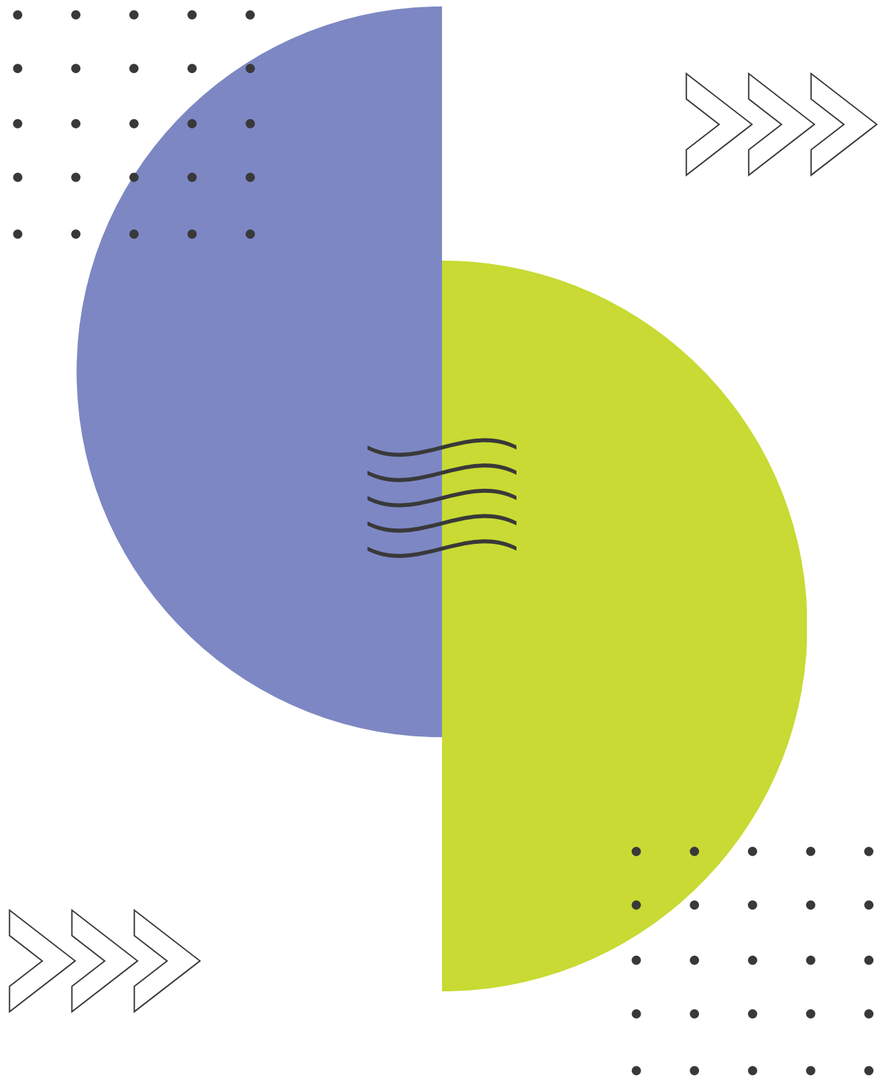


RAINBOWYI

YOUTH LEARNING DESIGN BOOTCAMP

RAINBOWVI

WEEK 01

Foundations of Learning Design & Tally.so Basics

Welcome

Meme Your Feeling

Instructions:

- Open https://giphy.com/
- Find and choose a GIF
- Access Canva Whiteboard Week 1
- Copy and paste the GIF
- Note your name and feeling

Tools

And their benefits

Tally.so

Course design, quizzes, questions, interactivities

Notion

Working materials, learning resources, store documents

Asana

Project and task management, tracking progress

Slack

Communication, celebrating good work, teamwork

01

WHAT IS LEARNING DESIGN?

Which step so you think is hardest: Analyze, Design, Develop, Implement, Evaluate?

02 ADDIE MODEL

ADDIE MODEL

Why we need to understand it?

Manage Course Development

Collaboration

Innovation

03

UNDERSTAND YOUR LEARNERS

- Learner Persona: My Target Teen
- Fill in your target learner
- Quick pair-share and practice giving feedback
    - 3 Yes: is it true, is it polite, is it necessary

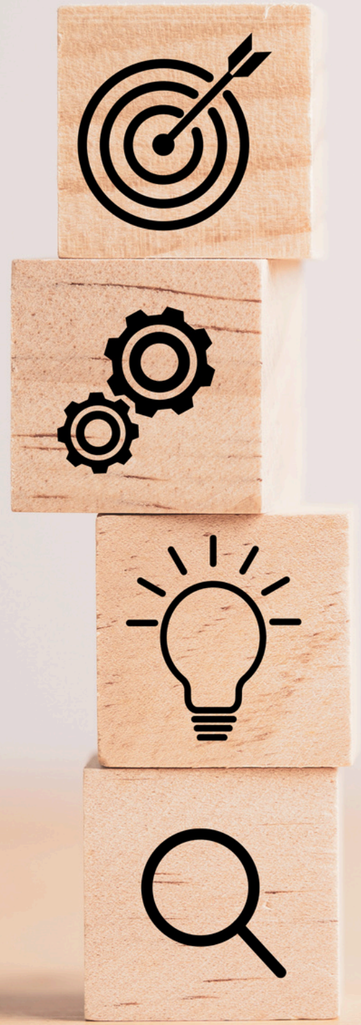
INDEPENDENT WORK

Theme & Topic Selection

- Choose one topic to work on from Notion
- Record choices in a **shared progress tracker** (Asana).

Persona Refinement

- Add 1–2 quotes or real-life insights (from friends/siblings) to enrich persona.



04

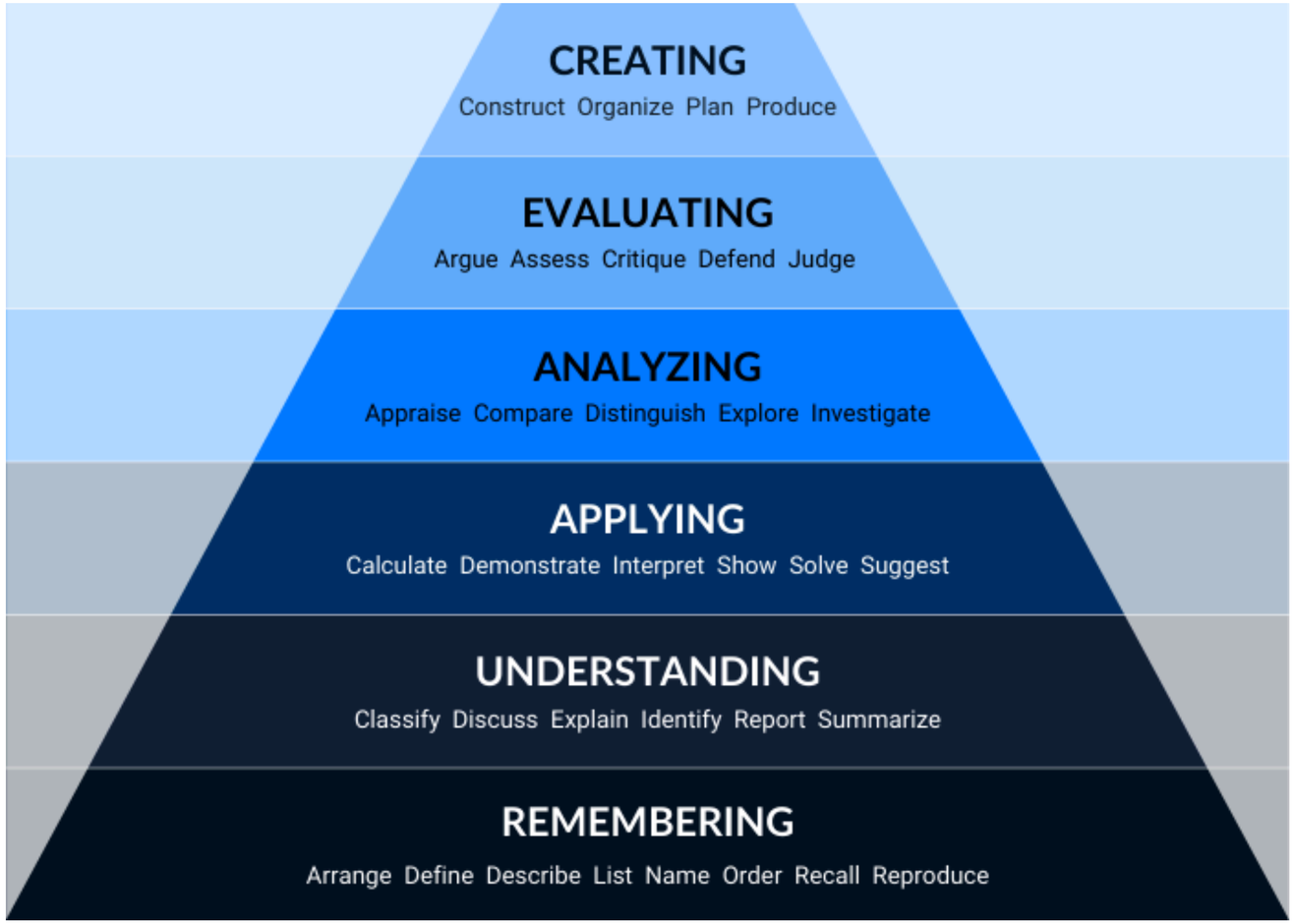
BLOOM'S TAXANOMY

Observe 03 examples of objectives and vote which is good.

“Understand the causes of climate change.”

“List three healthy ways to manage exam stress.”

“Appreciate the importance of teamwork in sports.”



Bloom’s taxonomy verbs

05

WRITING OBJECTIVES

Try writing 2-3 objectives for your course.

- Pick Bloom’s verb at the right cognitive level.
- Be specific (avoid “learn about…”).
- Make it measurable (can you test if they achieved it?)

06

TALLY.SO BASICS DEMO

Build a mini-poll together: “Which well-being theme excites you most?”

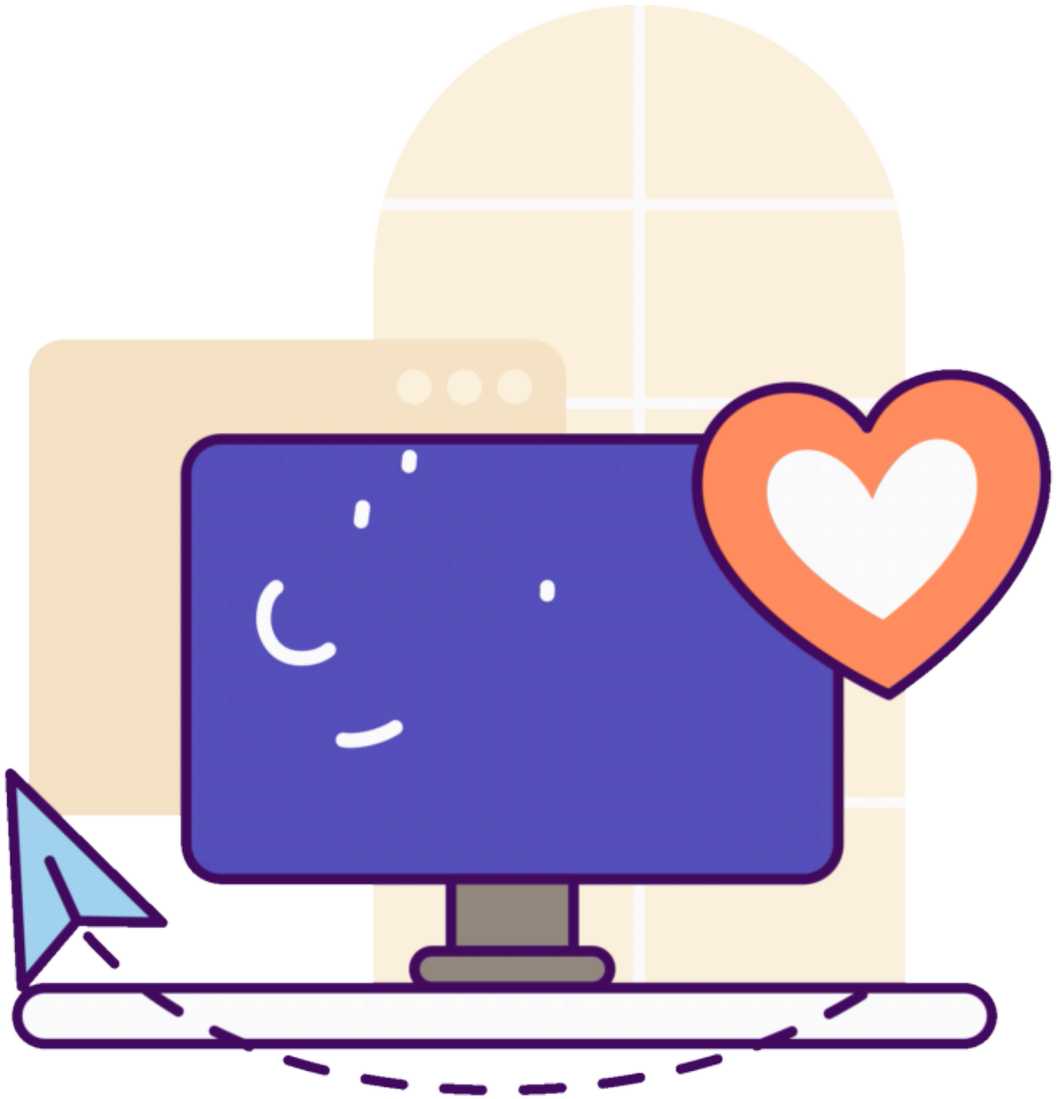
07

INDEPENDENT WORK

Refine Objectives

- Finalize 2–3 clear objectives.

Tally.so Structure Draft

- Add intro text, 1–2 questions
- Upload the link in the Asana board.

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