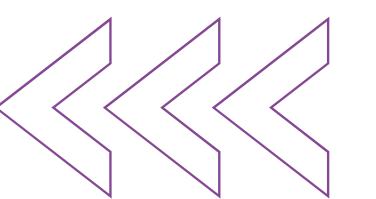
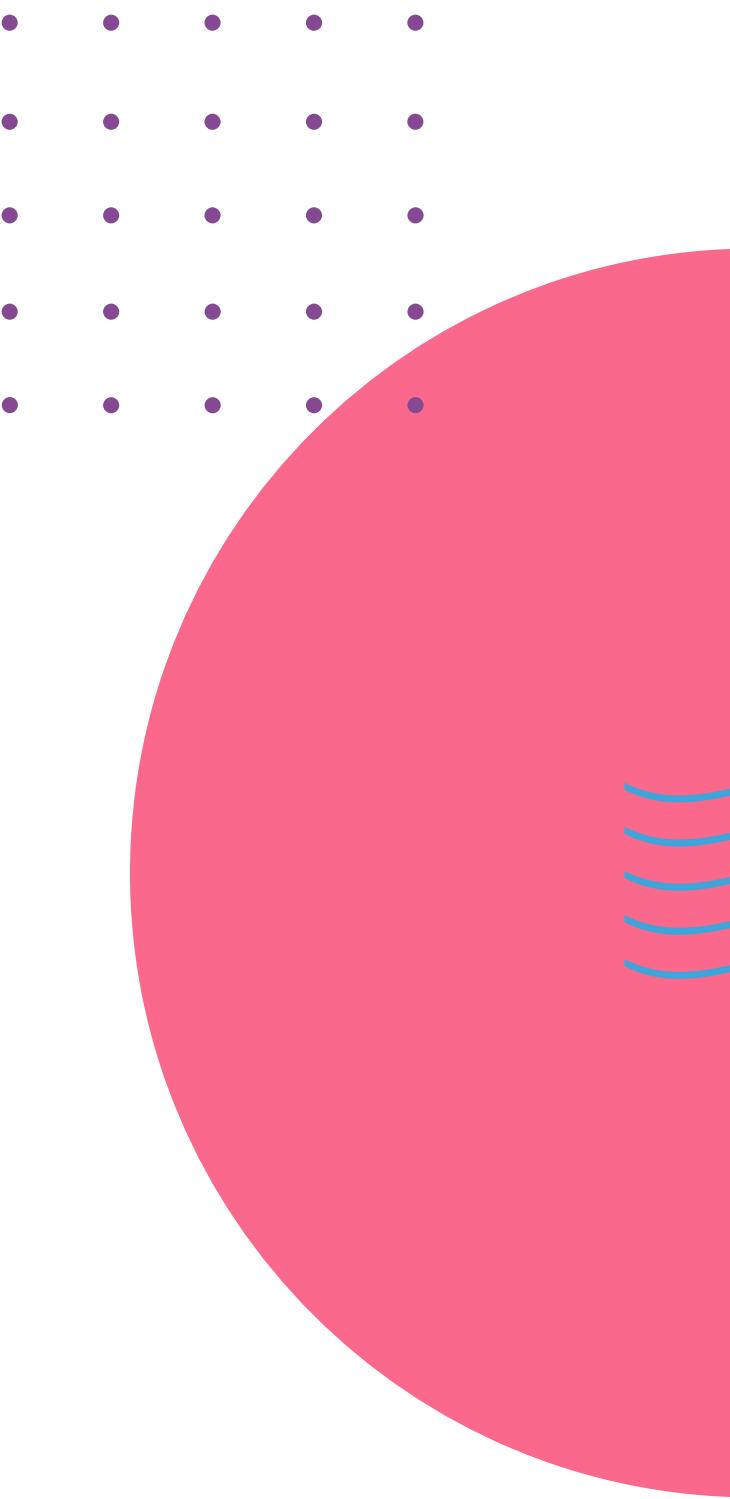


YOUTH LEARNING DESIGN BOOTCAMP



WEEK 05

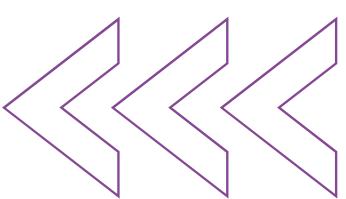
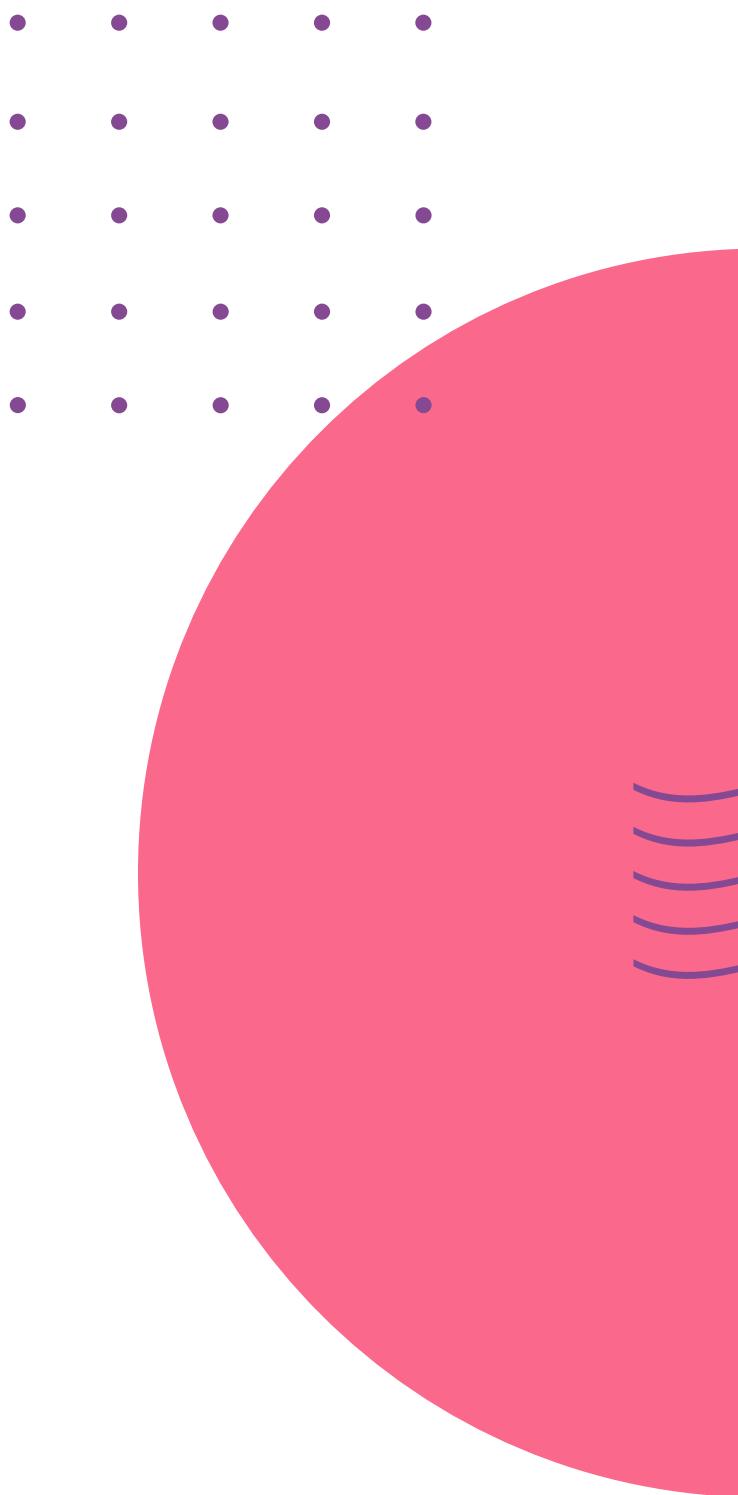
Course Running,
Learner Feedback
& Showcase





01

Course Feedback



Course





Courses Link

[Body Neutrality Basics: A 5-Minute Practice](#)

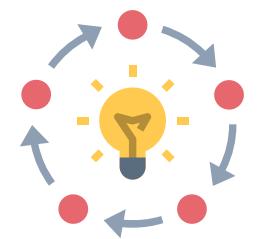
[Getting a good night's sleep](#)

[How to communicate effectively?](#)





Feedback Criterias



1. Safe Content – Does the course avoid harmful, inaccurate, or inappropriate content for youth (ages 15–18)?	2. Logical Flow – Is the information presented in a clear, step-by-step sequence that makes sense?	3. Meaningful Engagement – Are there at least 1–2 points where learners can interact (question, reflection, poll, etc.)?	4. Clarity – Is the language simple, age-appropriate, and easy to understand?	Comments / Suggestions (especially when you chose No)
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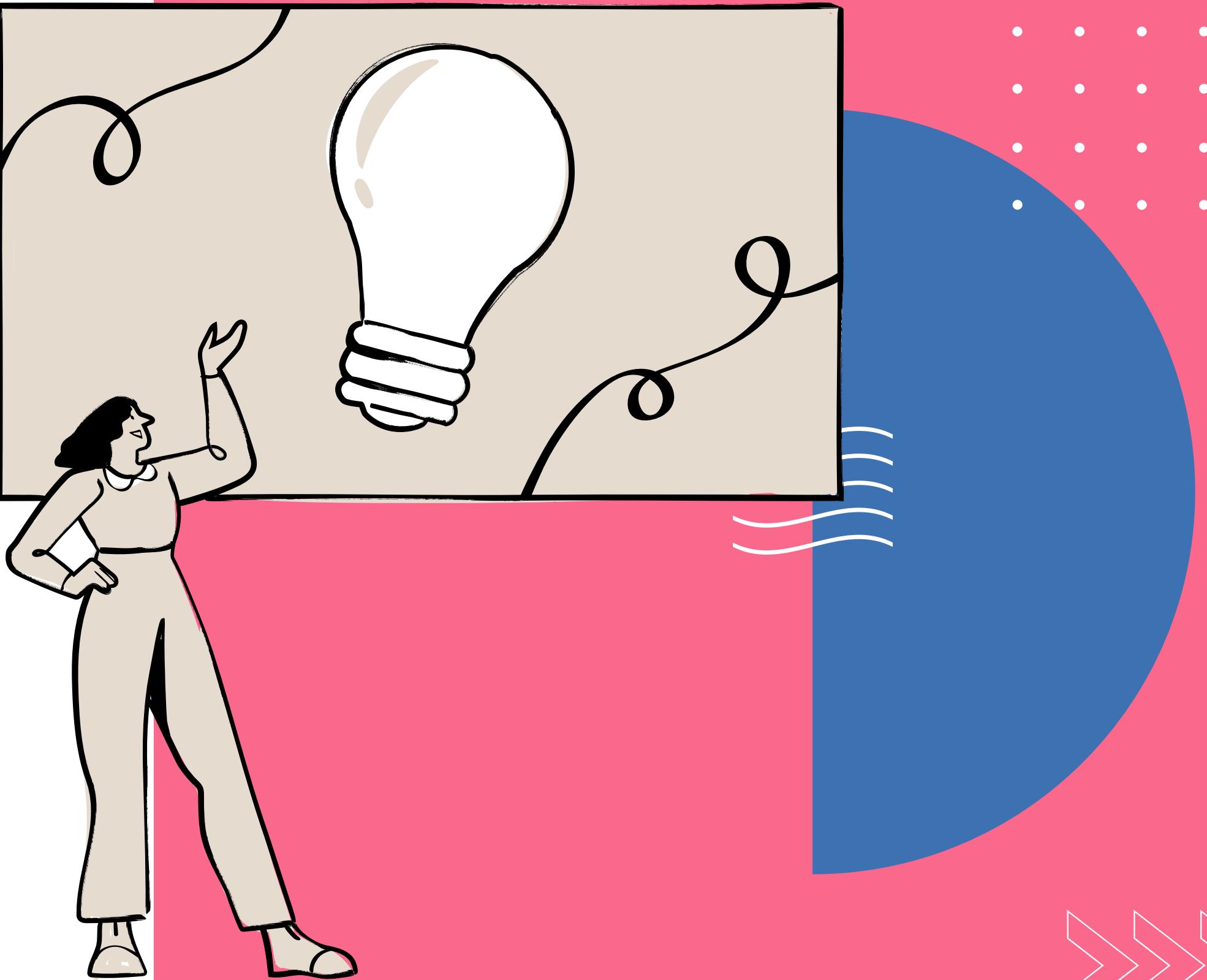


INDEPENDENT WORK

- **Gather Feedback**
 - Actively monitor responses for 1-2 days.
- **Categorize Feedback**
 - Sort comments into strengths vs. improvements.
- **Identify 2 Key Future Revisions**
 - Note what they would change if given more time.
- **Showcase Preparation**

02

PROJECT SHOWCASE



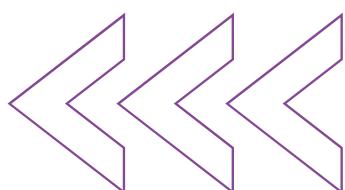
Showcase Prep

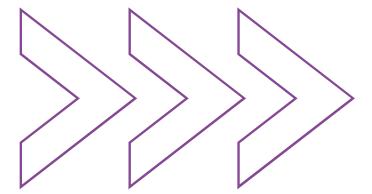
 **My course topic & objectives**

 **My design choices**

 **What I learned from feedback**

 **My next step**





Quick Feedback Template

1. Was this course clear and easy to follow?

★★★★★ (1 = Not clear, 5 = Very clear)

2. Did you learn [something new] you can use right away?

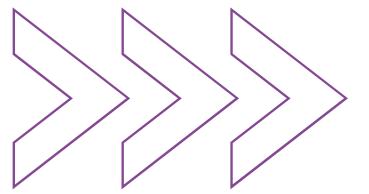
Yes / Somewhat / Not really

3. One thing you liked + one thing to improve:

[Split short text boxes: “Liked“ | “Improve“]

4. Would you recommend this course to a friend/peer?

Yes / No



Feedback Analyze

Q1: Rating (1-5 stars)

- Average score = overall clarity.
- Example: if 20 learners give 4,3,5,4,5... average = 4.3.
- Also count % giving 4 or 5 = "course felt clear to most."

Q2: Learned something new (Yes/Somewhat/Not really)

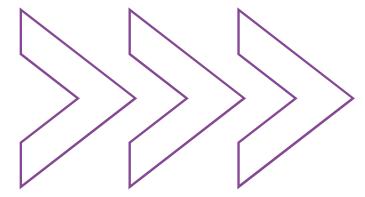
- Count each option.
- Example: 15 Yes, 3 Somewhat, 2 Not really → 75% learned something new.

Q3: Likes & Improvements (Short Text)

- Copy into two columns ("Liked" / "Improve").
- Highlight common words/themes (e.g., "clear examples" appears 5 times).
- Make quick list:
 - 👉 Strengths (top 2-3)
 - 🔧 Improvements (top 2-3)

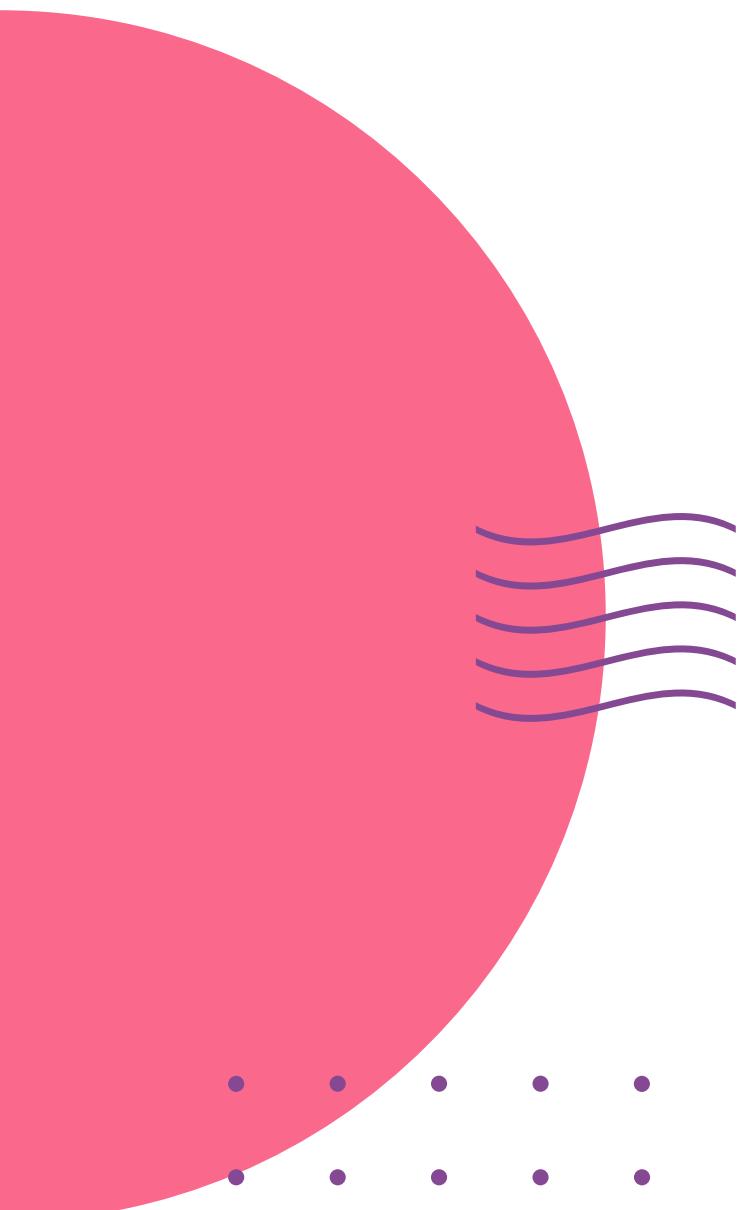
Q4: Recommend to a Friend (Yes/No)

- Count Yes vs No.
- Example: 18 Yes / 2 No = 90% would recommend.



Project Showcase

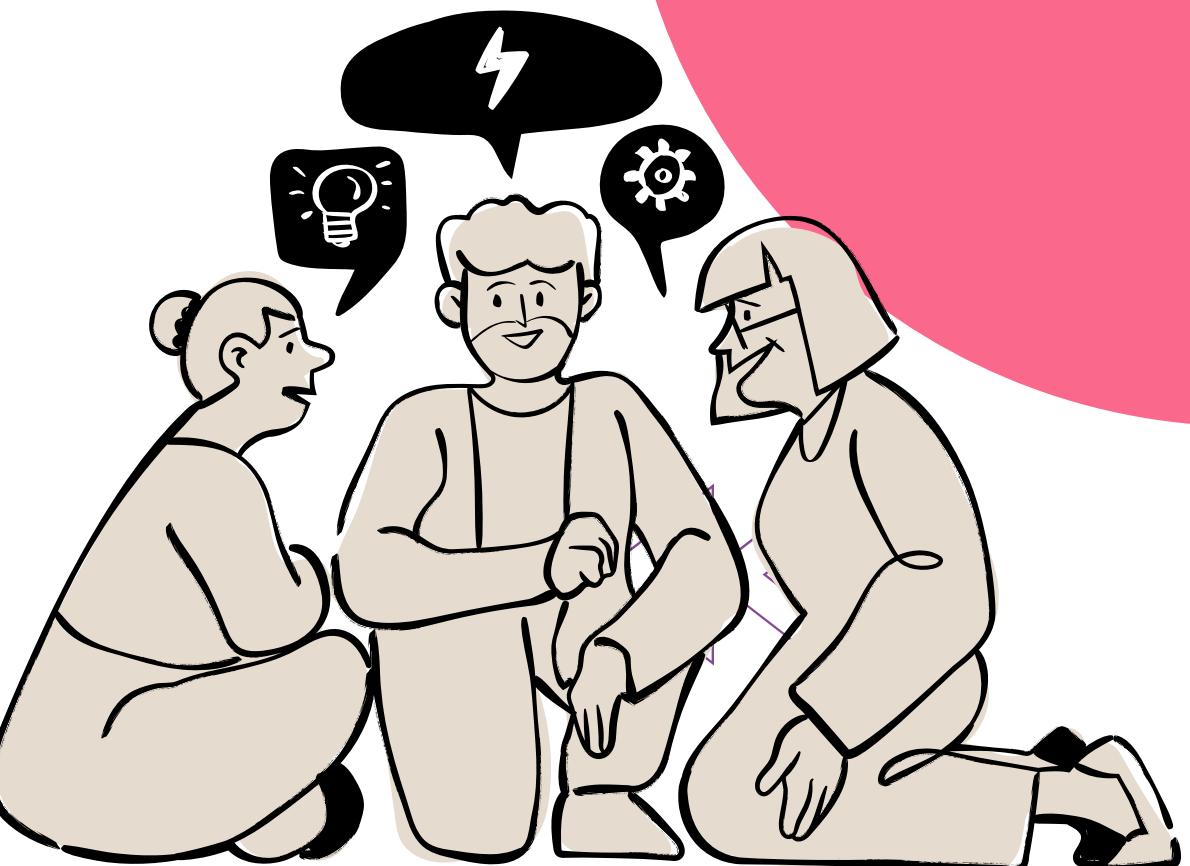
Each participant presents their single course and shares key feedback insights.



Future Pathways Discussion

Explore next steps:

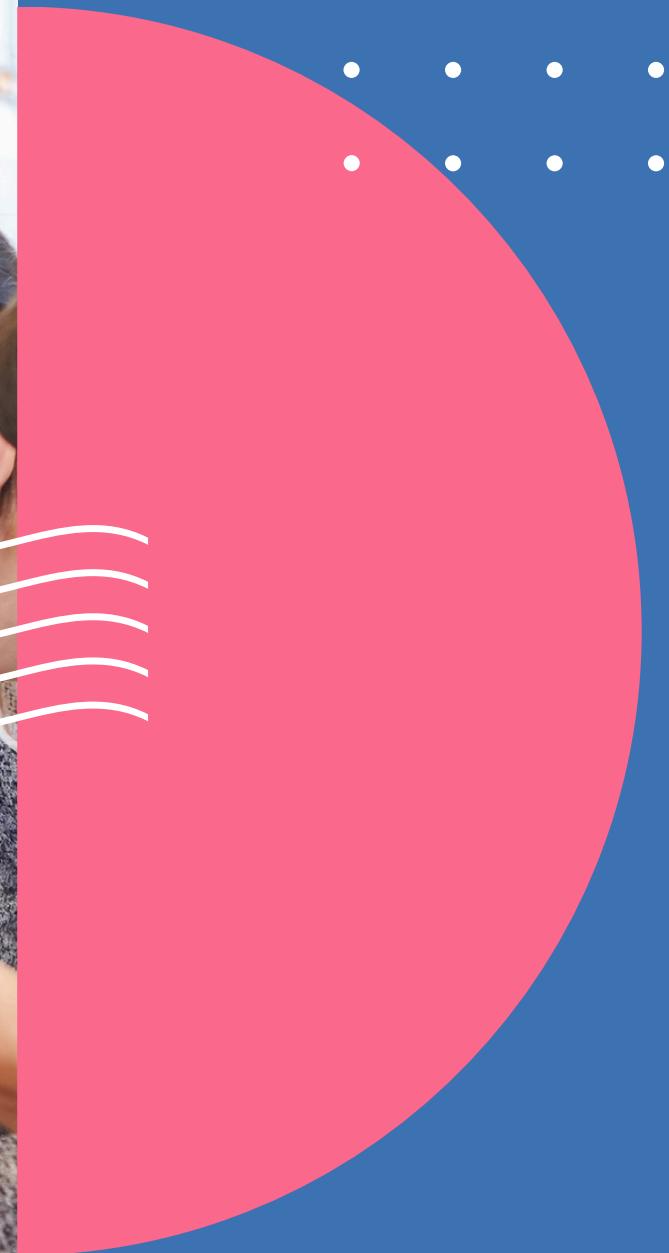
- Using Tally.so for other projects
- Exploring e-learning/civic tech opportunities
- Applying microlearning design in school or youth groups



03

CELEBRATION

RAINBOW!



Certificates, group photo (if online, screenshot), and reflections.



04





THANK
you

