

# GAGNE'S EVENTS OF INSTRUCTION

## 1 GAIN ATTENTION

Show something novel or surprising. Ask a thought-provoking question. Challenge students' viewpoints or understanding.



## 2 PRESENT OBJECTIVES

Inform students about what they will accomplish after the lesson.



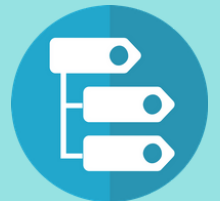
## 3 RECALL PRIOR LEARNING

Connect new information with what the students already know. Take them from the familiar to the unfamiliar.



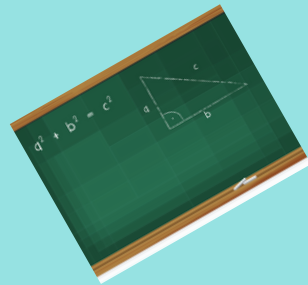
## 4 PRESENT STIMULUS

Use a graphic organizer to present an overview of the new material. Tell a story that leads to the new material to be learned. Or, share an example from real life that is a manifestation of the principle being learned.



## 5 PROVIDE LEARNING GUIDANCE

Explain with examples and non-examples. Demonstrate procedures. Show students how a problem needs to be solved.



## 6 ELICIT PERFORMANCE

Ask questions to check if students have understood the new material.



## 7 GIVE FEEDBACK

Tell students whether they have got it right or not. Reinforce if correct. Remedy if incorrect.



## 8 ASSESS PERFORMANCE

Administer a test to check if the learning outcomes have been achieved.



## 9 ENHANCE RETENTION AND TRANSFER

Provide opportunities to apply what is learned. Give assignments and projects.

