

Nine Events of Instruction

Robert Gagné

- 1. Gain Attention**
- 2. Inform Learner of Objective**
- 3. Stimulate Recall of Prerequisite Information**
- 4. Present Stimulus Material**
- 5. Provide “Learning Guidance” (Encoding Strategies)**
- 6. Elicit Performance**
- 7. Provide Feedback**
- 8. Assess the Performance (test)**
- 9. Enhance Retention and Transfer**