MERRILL'S FIVE PRINCIPLES OF INSTRUCTION



1

ENGAGE WITH REAL-WORLD PROBLEMS

Give real-world examples instead of abstract ideas to make the content less intimidating.

2

ACTIVATE EXISTING KNOWLEDGE

Use familiar knowledge as a foundation to introduce new knowledge.

3

DEMONSTRATE NEW KNOWLEDGE

Don't simply state information; demonstrate it.

4

HAVE LEARNERS APPLY KNOWLEDGE

Give students opportunities to practice what they've learned.

5

INTEGRATE INFORMATION INTO THE LEARNER'S WORLD

Have learners incorporate their learning into their life.



elearningdesigners.org