Matching Game – TPACK & ADDIE Model

Definition:

Creating the actual learning materials and resources / Knowledge of teaching methods, classroom management, and learning theories / Identifying learning needs, learner characteristics, and learning goals / Planning objectives, materials, assessment, and activities / Knowledge of digital tools and how to use them in teaching / Delivering the lesson to students / Knowledge of the subject matter being taught / Measuring the effectiveness of instruction and learner performance

Classroom Example:

The teacher maps out a week-long unit on persuasive writing using Bloom's taxonomy. / The teacher prepares slides, handouts, and videos for an English grammar lesson. / The teacher conducts the lesson using breakout rooms for group tasks and Google Forms for quizzes. / A teacher uses Padlet for collaborative brainstorming in a writing lesson. / A teacher understands English grammar rules and how to explain them clearly. / A teacher uses group discussion and peer feedback to develop speaking skills. / A teacher gives a diagnostic pre-test to identify reading difficulties. / The teacher conducts the lesson using breakout rooms for group tasks and Google Forms for quizzes. / The teacher uses a rubric to assess student work and a reflection form to gather feedback.

TPACK

Component	Definition	Classroom Example
Technological Knowledge (TK)		
Pedagogical Knowledge (PK)		
Content Knowledge (CK)		

ADDIE Model

Component	Definition	Classroom Example
Analysis		
Design		
Development		
Implementation		
Evaluation		