

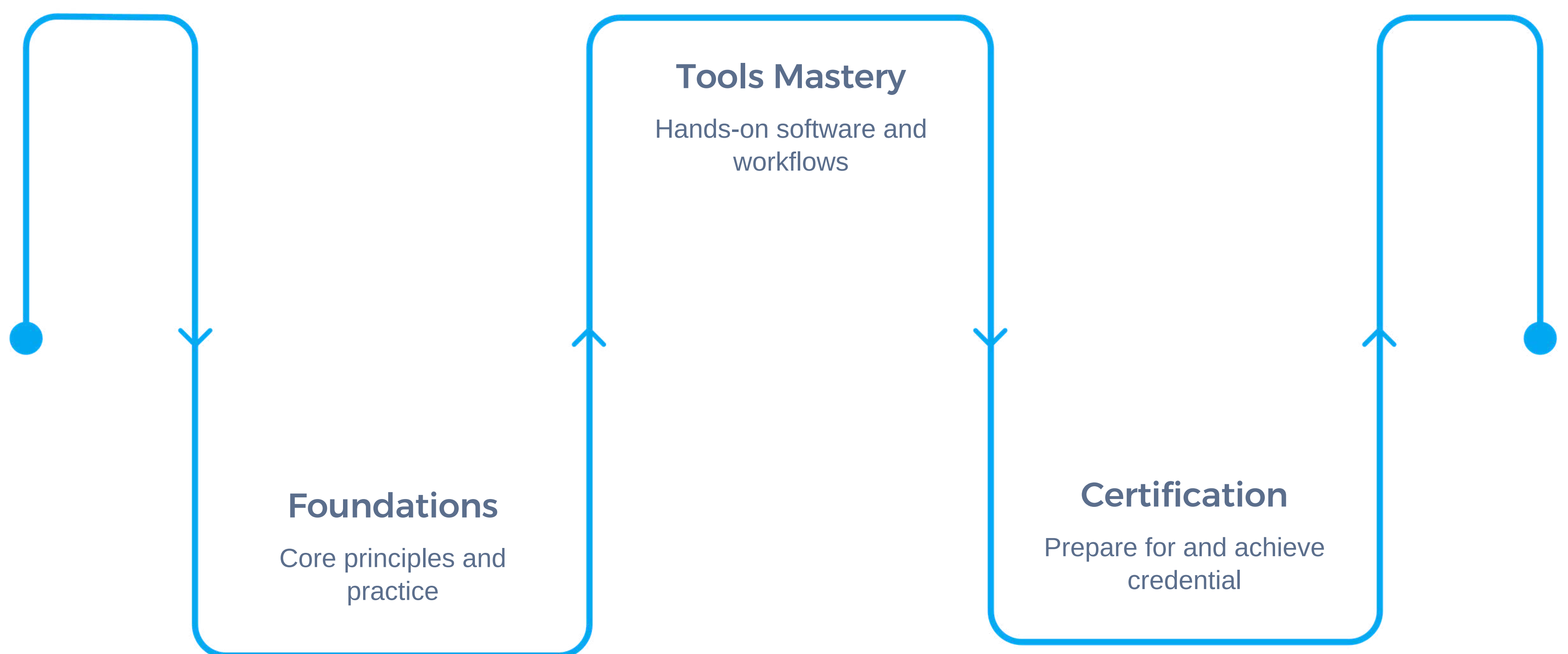
CURRICULUM GUIDE

LIVE VIRTUAL TRAINING

Vineet Singh Instructional Design Academy

Instructional Design Certification & Tools Training

A structured live virtual programme designed to build practical instructional design capability, strengthen certification readiness, and develop modern authoring tool proficiency.



Foundations

Phases 1-7



Tools Mastery

Phase 8



Certification

Phase 9

69 Sessions

Total sessions across all 9 phases

9 Phases

From foundations through capstone

29 Tools Sessions

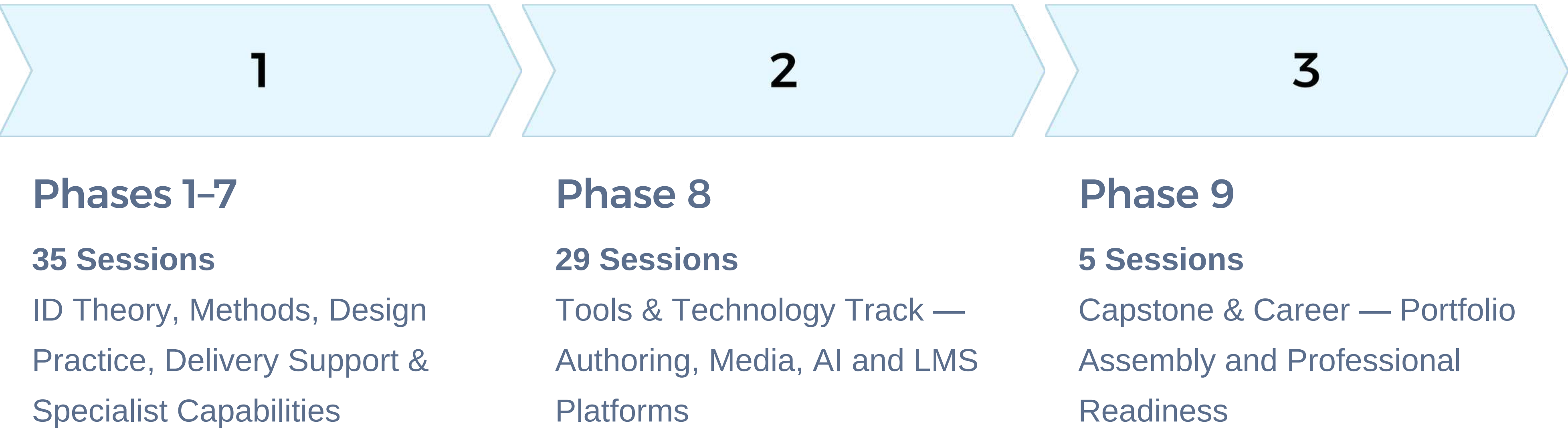
Dedicated authoring & technology track

3 Pathways

Certification, tools-only, or custom

Programme Structure at a Glance

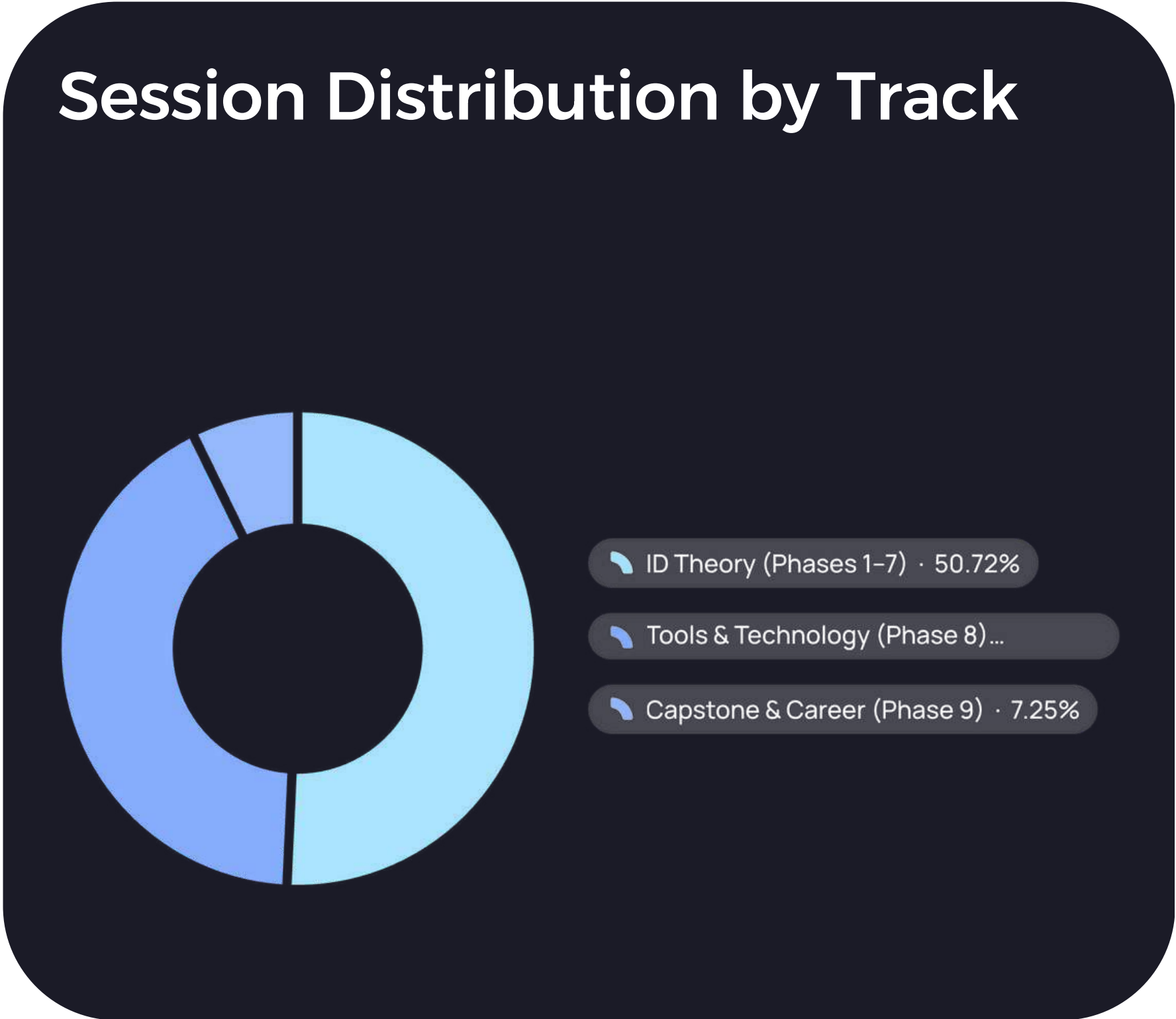
The programme is organized into three macro-tracks, each serving a distinct learning purpose within the full instructional design journey.



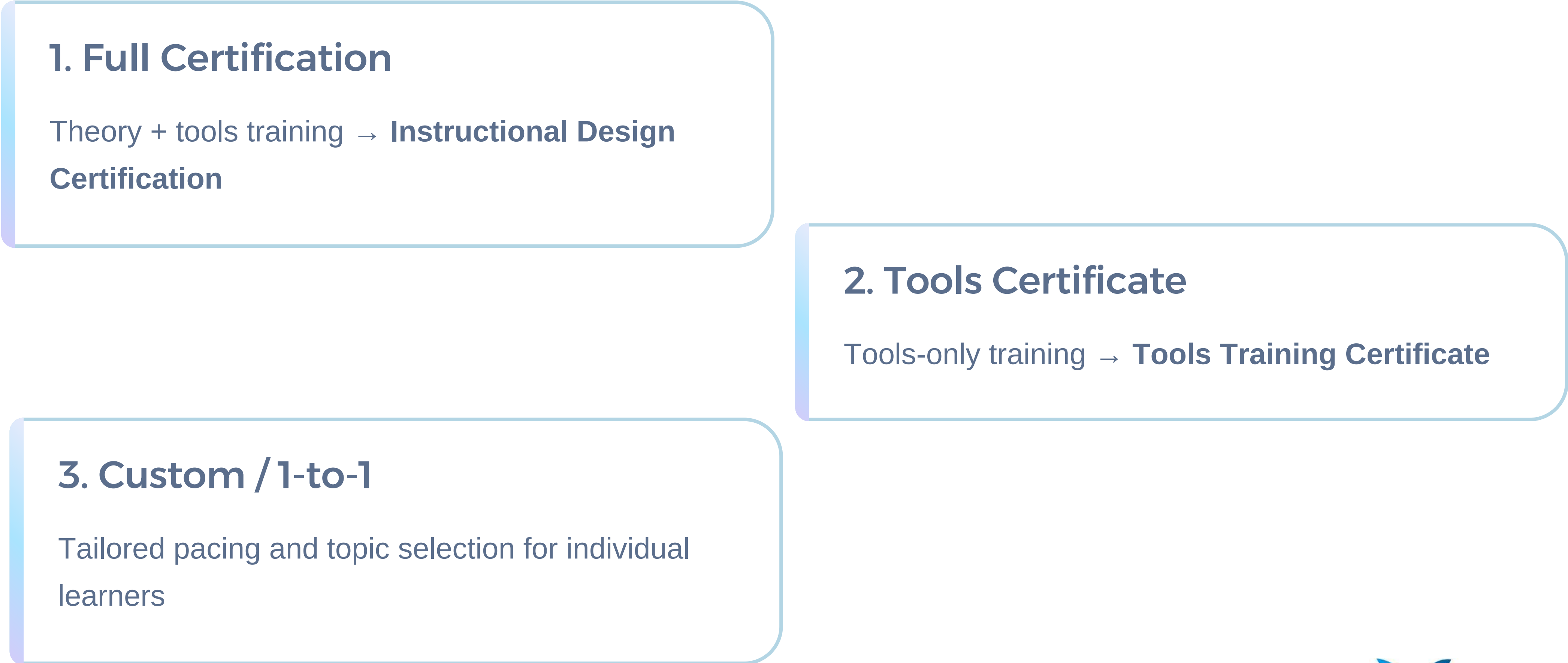
Programme Overview

Programme Scope

The Vineet Singh Instructional Design Academy delivers a **69-session live virtual training programme** structured across 9 sequential phases. The curriculum spans the full instructional design lifecycle - from foundational theory and discovery through advanced design practice, tools proficiency, and professional capstone readiness.



Three Training Pathways



Phase 1: Foundations & Discovery

7 Sessions • Session Codes: ID-00 through ID-06

Phase 1 establishes the conceptual and practical foundations every instructional designer needs before entering design work. Students map the full ID lifecycle, master the field's core process models, and conduct the discovery activities — needs analysis, audience profiling, and task analysis — that precede any design decision.



Session Code	Session Title	Key Topics	Learning Outcomes
ID-00	Orientation & ID Lifecycle	Programme overview; instructional design as a discipline; lifecycle thinking; role of the instructional designer; how the course is structured and assessed	Explain the purpose of the programme, describe the full instructional design lifecycle, and identify how each phase contributes to the development of effective learning solutions.
ID-01	ADDIE and SAM	ADDIE stages; SAM principles; linear vs. iterative design; strengths and limitations of common ID process models; selecting an approach based on project needs	Compare ADDIE and SAM, select an appropriate development model for different learning scenarios, and articulate how process choice affects scope, speed, and review cycles.
ID-02	Adult Learning, Bloom's & Gagné	Adult learning theory; learner motivation; Bloom's taxonomy; Gagné's events of instruction; aligning objectives, activities, and assessments to cognitive demand	Apply foundational learning theories to instructional decisions, write or evaluate objectives at different cognitive levels, and connect theory to practical teaching design choices.
ID-03	Training Needs Analysis	Performance gaps; root-cause analysis; business and learning needs; stakeholder perspectives; deciding whether training is the right solution; evidence gathering	Assess a performance problem, distinguish training needs from non-training issues, and document the evidence required to justify a learning intervention.
ID-04	Audience Analysis + Kickoff	Learner characteristics; prior knowledge; context of use; accessibility considerations; stakeholder kickoff meetings; expectation setting; scope alignment	Profile the target audience, identify constraints and support needs, and prepare for a project kickoff that establishes shared understanding among stakeholders.
ID-05	Project Charter	Project purpose; scope and boundaries; assumptions; risks; timelines; roles and responsibilities; governance and approval checkpoints; charter structure and language	Draft a professional project charter that clarifies scope, responsibilities, and success criteria, and use it to align stakeholders before design begins.
ID-06	Task Analysis & Competency Mapping	Task decomposition; workflow analysis; observable behaviors; competency frameworks; performance standards; linking tasks to knowledge, skills, and abilities	Break down complex work into measurable tasks, map performance requirements to competencies, and translate analysis findings into design-relevant input.

Phase 2: Design

6 Sessions · Session Codes: ID-07 through ID-12

Phase 2 moves from discovery into structured design documentation and learning architecture. Students produce the core design artefacts — high-level and low-level design documents, curriculum maps, learning objectives, and visual/brand guidelines — that govern all subsequent development work.

- 1

ID-07: High-Level Design (HLD)
Macro-level blueprint defining scope, structure, and learning architecture
- 2

ID-08: Low-Level Design (LLD)
Granular session-by-session specification of content and interactions
- 3

ID-09: Curriculum Mapping and Learning Paths
Sequencing content into coherent pathways aligned to learner goals
- 1

ID-10: Learning Objectives
Writing measurable, Bloom's-aligned objectives that drive assessment design
- 2

ID-11: Visual Design and Multimedia Principles
Applying cognitive load theory and multimedia principles to screen design
- 3

ID-12: Style Guide and Brand Guide
Establishing visual and tonal standards for consistent course production

Detailed Session Table

Session Code	Session Title	Key Topics	Learning Outcomes
ID-07	High-Level Design (HLD)	Scope definition, learning architecture, module structure, assessment strategy	Create a macro-level blueprint that organizes the course and guides downstream development
ID-08	Low-Level Design (LLD)	Session sequencing, content breakdown, interaction design, media planning	Produce a detailed session specification that can be used directly for development
ID-09	Curriculum Mapping and Learning Paths	Curriculum alignment, learning pathways, prerequisites, progression logic	Map content into coherent learning paths aligned to learner goals and course outcomes
ID-10	Learning Objectives	Objective writing, Bloom's taxonomy, measurable verbs, assessment alignment	Write clear, measurable learning objectives that drive instruction and evaluation
ID-11	Visual Design and Multimedia Principles	Cognitive load theory, multimedia principles, screen layout, visual hierarchy	Apply visual and multimedia principles to design effective, learner-friendly screens
ID-12	Style Guide and Brand Guide	Typography, color, tone, consistency, visual identity standards	Establish brand and style standards for consistent, professional course production

Phase 3: Storyboarding

3 Sessions · Session Codes: ID-13 through ID-15

Phase 3 covers the three primary storyboarding formats used in professional instructional design practice. Each format serves a distinct content type and production pipeline — from slide-based eLearning and branching scenarios to video and narrated media.

ID-13
PPT Storyboard
Visual and instructional specification for slide-based eLearning modules. Defines layout, on-screen text, interactions, and media placement.

ID-14
Word Storyboard
Branching-content specification for scenario-based and decision-tree learning experiences. Documents logic flows and conditional pathways.

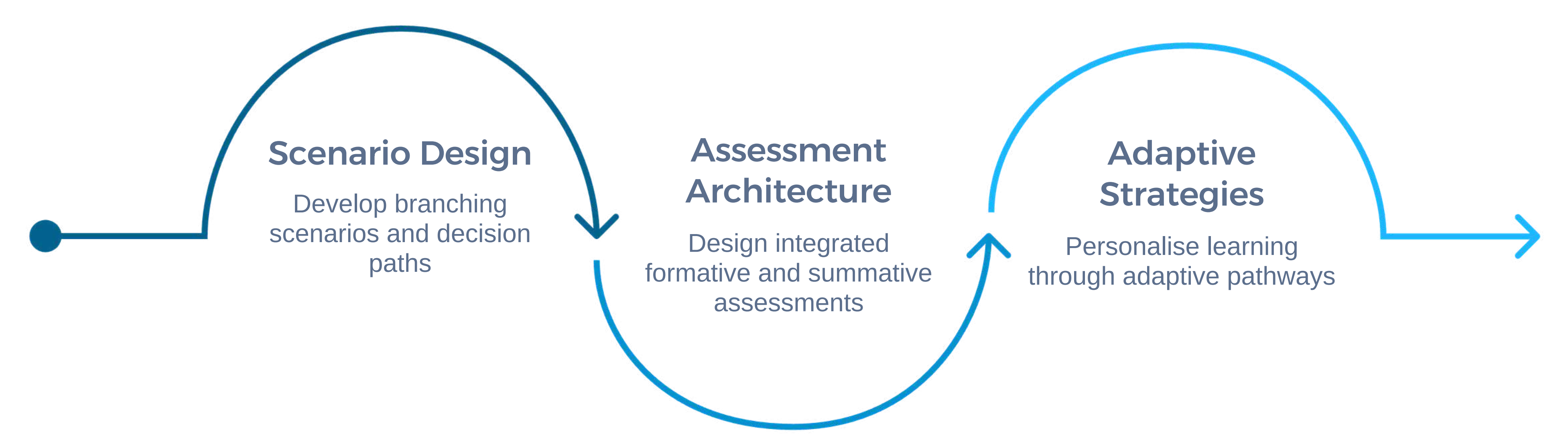
ID-15
Video Storyboard & Narration Script
Frame-by-frame visual planning and full narration scripting for video-based learning assets and explainer content.

Session Code	Session Title	Key Topics	Learning Outcomes
ID-13	PPT Storyboard	Slide-by-slide structure; on-screen text; interactions; media placement; visual layout planning	Create a clear storyboard for slide-based eLearning and specify design, content, and interaction requirements
ID-14	Word Storyboard	Branching logic; decision trees; conditional pathways; scenario sequencing; learner choices	Document branching learning experiences and map logic flows that support scenario-based instruction
ID-15	Video Storyboard & Narration Script	Frame-by-frame planning; scene sequencing; visual cues; narration writing; production alignment	Develop a complete video storyboard and narration script that guides production of narrated learning media

☐ Storyboarding is the critical handoff document between instructional designers and developers or media producers. Mastery of all three formats is required for the full certification pathway.

Phase 4: Advanced Design

Phase 4 extends design capability into specialist and advanced territory, building on the foundational design artefacts produced in Phases 1–3. Students engage with higher-order design challenges including scenario design, assessment architecture, and adaptive learning strategies.



Advanced Design sessions are structured to develop the practitioner-level skills that distinguish certified instructional designers from entry-level practitioners — enabling students to handle complex, real-world client briefs with confidence.

Session Code	Session Title	Key Topics	Learning Outcomes
ID-16	Scenario Design	Branching scenarios, decision paths, learner choice architecture, scenario scripting	Develop branching learning experiences that support realistic decision-making and learner engagement
ID-17	Assessment Architecture	Formative assessment, summative assessment, alignment to objectives, feedback design	Design assessment systems that measure learning effectively and reinforce instructional alignment
ID-18	Adaptive Learning Strategies	Personalised pathways, learner profiling, conditional release, adaptive progression rules	Create adaptive learning experiences that respond to learner needs and performance
ID-19	Complex Learning Interactions	Interaction design, layered feedback, multi-step tasks, advanced navigation patterns	Plan sophisticated interactions that improve usability, clarity, and learner control
ID-20	Advanced Design Integration	Cross-artifact consistency, stakeholder review, production-ready specifications, quality assurance	Integrate advanced design components into coherent, development-ready instructional packages

Phase 5: Interactivity & Formats

4 Sessions · Session Codes: ID-21 through ID-24

Phase 5 delves into the art and science of instructional interactivity and the strategic application of diverse learning formats. Students will master techniques for designing engaging and effective interactions, creating realistic software simulations, and architecting efficient microlearning modules. This phase culminates in developing comprehensive blended learning solutions that leverage the strengths of various modalities to optimize learning outcomes.

Session Code	Session Title	Key Topics	Learning Outcomes
ID-21	Designing Engaging Interactions	Cognitive engagement models, types of interactions (e.g., drag-and-drop, quizzes, branching scenarios), active learning strategies, effective feedback mechanisms.	Differentiate and select appropriate interactivity types for diverse learning objectives; design and integrate effective feedback.
ID-22	Software Simulation & Practice Environments	Walk-through, try-me, and test-me modes; screen recording tools and authoring; performance support integration; scenario-based practice.	Plan and script software simulations; understand and apply different simulation modes; integrate simulations for skill development and proficiency.
ID-23	Microlearning & Just-in-Time Support	Principles of microlearning (chunking, focus, mobile-first), concise content formats (short videos, infographics), performance support, reinforcement strategies.	Design and develop impactful microlearning modules; identify appropriate use cases; apply microlearning principles for efficient learning and performance support.
ID-24	Blended Learning Ecosystems	Synchronous vs. asynchronous components, optimizing face-to-face and online delivery, Virtual Instructor-Led Training (VILT) design, hybrid models and best practices.	Architect comprehensive blended learning solutions; integrate diverse modalities effectively; facilitate engaging and impactful VILT sessions.

This phase equips instructional designers with a versatile toolkit to create dynamic and adaptive learning experiences, moving beyond traditional content delivery to foster deeper engagement and practical skill application across various educational contexts.

Phase 6: Delivery & Support Documents

6 Sessions · Session Codes: ID-25 through ID-30

Phase 6 focuses on creating the critical documentation required for effective learning delivery and ongoing support. Students master the development of quality assurance protocols, facilitator and participant guides, job aids, and knowledge base content, ensuring that learning experiences are not only well-designed but also seamlessly implemented and sustained.



Detailed Session Table

Session Code	Session Title	Key Topics	Learning Outcomes
ID-25	QA & Testing Protocols	Quality assurance frameworks, testing methodologies, defect tracking, feedback integration, iterative review processes	Establish robust QA protocols and conduct thorough testing to ensure the quality and effectiveness of learning materials
ID-26	Facilitator Guides	Instructor-led training (ILT) design, activity instructions, timing, discussion prompts, classroom management strategies	Develop comprehensive facilitator guides that empower instructors to deliver engaging and consistent learning experiences
ID-27	Participant Guides	Learner handouts, note-taking templates, exercise instructions, resource consolidation, self-study supplements	Create user-friendly participant guides that support learner engagement and knowledge retention during and after training
ID-28	Job Aids	Performance support tools, quick reference guides, decision trees, checklists, workflow integration	Design effective job aids that provide immediate, on-the-job support and improve performance accuracy
ID-29	Help Pages & Knowledge Bases	Information architecture, content structure, search optimization, user-centered writing, content maintenance	Develop clear and accessible help pages and knowledge bases for self-service learner support
ID-30	Session Plans	Lesson sequencing, timing, learning activities, material preparation, facilitator notes, contingency planning	Construct detailed session plans that ensure smooth delivery and optimal learning outcomes for structured training sessions

Phase 7: Specialisms

4 Sessions · Session Codes: ID-31 through ID-34

Phase 7 expands the instructional designer's toolkit into specialized domains, ensuring graduates are equipped to handle diverse requirements in modern learning environments. This phase focuses on inclusive design, efficient project management, effective stakeholder communication, and leveraging educational technology platforms.

Students will master skills critical for creating accessible content, steering projects to success, fostering collaborative relationships, and optimizing learning experiences within specific EdTech ecosystems.

Session Code	Session Title	Key Topics	Learning Outcomes
ID-31	Designing for All Learners: Accessibility & UDL	WCAG guidelines; ADA compliance; UDL principles (engagement, representation, action & expression); assistive technologies; accessible content creation; inclusive instructional strategies.	Apply WCAG and UDL principles to create inclusive learning experiences; audit existing content for accessibility issues; implement strategies for diverse learner needs.
ID-32	Managing Instructional Design Projects	Project lifecycle for ID (initiation, planning, execution, monitoring, closing); project scope definition; resource allocation; timeline management; risk assessment and mitigation; agile ID methodologies.	Plan, execute, and monitor ID projects effectively; manage scope, resources, and timelines; identify and mitigate project risks.
ID-33	Effective Stakeholder Engagement for ID	Stakeholder identification and analysis; communication strategies; conflict resolution; managing expectations; building consensus; presenting design rationale; cross-functional collaboration.	Identify key stakeholders and tailor communication plans; build strong working relationships; effectively present and defend design decisions.
ID-34	Designing for Educational Technology Platforms	Affordances and constraints of various EdTech platforms (LMS, authoring tools, VR/AR, mobile learning); user experience (UX) and user interface (UI) design for learning; gamification mechanics; data-driven design in EdTech.	Adapt instructional design to specific EdTech platform capabilities; integrate UX/UI principles for engaging digital learning; apply gamification and data insights in EdTech design.

Phase 8: Tools & Technology Track

29 Dedicated Sessions • Industry-Standard Authoring, Media, AI & LMS Platforms

Phase 8 is the largest single phase in the programme and forms the complete **Tools Training Certificate** pathway when taken independently. Sessions are organized across six sub-phases covering the full production technology stack used by professional instructional designers.

Session Code	Session Title	Key Topics	Learning Outcomes
ID-35 / 8.1 / T-01	Tools Orientation & Workspace Setup	Programme overview; file management standards; cloud storage conventions; version control basics; naming protocols; workflow organization.	Set up an efficient digital workspace; apply consistent file and version management practices; prepare for professional tool-based production workflows.
ID-36 / 8.1 / T-02	Project Assets, Templates & Production Standards	Asset libraries; template selection; brand consistency; media specifications; accessibility checks; production checklists.	Organize reusable assets and templates; maintain production consistency; apply quality and accessibility standards before development begins.
ID-37 / 8.1 / T-03	Publishing, Review & Delivery Workflows	Export formats; stakeholder review cycles; feedback handling; publishing options; handoff procedures; final quality assurance.	Prepare outputs for review and delivery; manage stakeholder feedback efficiently; publish work in the appropriate format for downstream use.
ID-38 / 8.2 / T-04	Camtasia Fundamentals	Interface navigation; screen recording setup; camera and microphone configuration; project organization; basic editing tools.	Record clear, professional screencasts; navigate the Camtasia workspace confidently; create clean foundational media projects.
ID-39 / 8.2 / T-05	Camtasia Editing, Audio & Callouts	Trimming and splitting; audio cleanup; transitions; callouts; annotations; cursor effects; zoom and pan controls.	Edit recorded media for clarity and flow; improve audio quality; add visual emphasis to guide learner attention effectively.
ID-40 / 8.2 / T-06	Camtasia Production & Interactive Outputs	Captions; quizzes; hotspots; production presets; rendering settings; web sharing; final export optimization.	Produce polished instructional videos; add interactive learning elements; export media in formats suited to learner access and distribution.
ID-41 / 8.3 / T-07	Rise 360 Foundations	Rise 360 interface; block-based design; lesson structure; navigation patterns; course settings; responsive layout behavior.	Create a structured Rise 360 course shell; use the platform's core interface efficiently; design responsive learning experiences from the start.
ID-42 / 8.3 / T-08	Rise 360 Text, Media & Layout Blocks	Text blocks; image and video integration; accordion and tabs; process blocks; timeline layouts; content pacing.	Combine text and media blocks effectively; choose appropriate layout blocks for different learning needs; improve readability and learner flow.
ID-43 / 8.3 / T-09	Rise 360 Knowledge Checks & Knowledge Questions	Scenario-based checks; feedback design; question types; remediation messaging; assessment placement; learner engagement.	Insert effective knowledge checks; reinforce key concepts with feedback; improve retention through well-timed formative practice.
ID-44 / 8.3 / T-10	Rise 360 Interactive Learning Components	Interactive blocks; labeled graphics; flashcards; sorting activities; process interactions; learner interaction design.	Build interactive learning moments inside Rise 360; apply the right interaction type to support exploration and practice.
ID-45 / 8.3 / T-11	Rise 360 Branching, Flow & Engagement Design	Branching logic; lesson sequencing; microlearning design; learner pacing; engagement strategies; narrative structure.	Design cohesive learner journeys; use branching and flow strategically; maintain engagement through clear, purposeful course structure.
ID-46 / 8.3 / T-12	Rise 360 Review, Accessibility & Publishing	Review tools; accessibility checks; SCORM export; publishing settings; collaboration workflows; final course delivery.	Prepare Rise courses for stakeholder review and deployment; apply accessibility and publishing best practices; deliver polished responsive learning modules.

Phase 8: Tools & Technology Track (Continued)

Storyline 360 & Professional Development Sessions
Create a detailed table with columns: Session Code, Session Title, Key Topics, and Learning Outcomes for sessions ID-47 through ID-63 (8.4 Storyline 360 Part 1 and Part 2, 8.5 Professional Development, and 8.6 AI & LMS):

Session Code	Session Title	Key Topics	Learning Outcomes
ID-47 / 8.4 / T-13	Storyline 360 Interface & Project Setup	UI navigation; new project creation; slide properties; player settings; scene management; publishing options.	Confidently navigate the Storyline 360 interface; set up new projects efficiently; configure basic player and publishing settings.
ID-48 / 8.4 / T-14	Storyline 360 Slide Design & Visual Structure	Slide masters; layouts; text and image placement; visual hierarchy; template use.	Create professional slide designs; apply layout principles for clarity; build visually consistent learning screens.
ID-49 / 8.4 / T-15	Storyline 360 States, Layers & Triggers	Object states; layers; trigger logic; event-based interactions; conditional navigation; feedback design.	Build responsive interactive behavior; use states and layers to manage content efficiently; control learner actions through triggers.
ID-50 / 8.4 / T-16	Storyline 360 Variables & Data Tracking	Variables; learner data capture; score tracking; completion logic; custom data handling; interaction control.	Use variables to personalize and control learning interactions; track progress accurately; support adaptive behavior in modules.
ID-51 / 8.4 / T-17	Storyline 360 Media, Audio & Animation	Image and video use; audio narration; syncing; motion paths; object animation; timing and sequencing.	Integrate media effectively; synchronize audio and visuals; add movement to strengthen explanation and learner focus.
ID-52 / 8.4 / T-18	Storyline 360 Interactions & Drag-and-Drop	Buttons and hotspots; drag-and-drop interactions; hotspots and hotspots states; feedback layers; interaction patterns.	Construct engaging hands-on interactions; apply drag-and-drop mechanics appropriately; reinforce practice through feedback-driven activities.
ID-53 / 8.4 / T-19	Storyline 360 Assessment Design	Quizzes; question banks; scoring; branching feedback; retry behavior; result slides; assessment integrity.	Develop valid and usable assessments; configure scoring and feedback logic; evaluate learner understanding with structured quiz design.
ID-54 / 8.4 / T-20	Storyline 360 Scenario Design & Decision Paths	Branching scenarios; decision points; consequences; learner choice design; non-linear flow; realism in scenarios.	Create scenario-based learning experiences; align decision points to outcomes; strengthen application through realistic branching paths.
ID-55 / 8.4 / T-21	Storyline 360 Software Simulation	Screen recording; step-by-step guides; try mode; test mode; interactive simulations; capturing software processes.	Produce high-fidelity software simulations; apply different modes (view, try, test) effectively; guide learners through software applications.
ID-56 / 8.4 / T-22	Storyline 360 Audio, Video, Animation & Multimedia	Advanced audio editing; video compression; custom animations; motion paths; interactive video; multimedia integration strategies.	Master multimedia integration; enhance courses with professional audio/video; create complex animations for engaging content delivery.
ID-57 / 8.4 / T-23	Storyline 360 Advanced Design, Navigation & Gamification	Custom navigation; advanced slide masters; adaptive learning paths; badges and points; leaderboard integration; motivational design.	Implement sophisticated course design and navigation; apply gamification principles to boost learner engagement and motivation.
ID-58 / 8.4 / T-24	Storyline 360 Accessibility & Responsive/Mobile	WCAG compliance; keyboard navigation; screen reader optimization; alt text; focus order; mobile-first design; responsive considerations.	Design accessible Storyline courses; ensure responsiveness across devices; meet diverse learner needs and compliance standards.
ID-59 / 8.4 / T-25	Storyline 360 Troubleshooting & Professional Development	Debugging techniques; common issues; performance optimization; best practices; continuous learning; community resources.	Diagnose and resolve Storyline issues; apply optimization strategies; foster continuous professional growth in ID.
ID-60 / 8.4 / T-26	Storyline 360 Publishing, Distribution & Final QA	LMS publishing; SCORM/xAPI packages; web distribution; review links; quality assurance checks; pre-launch protocols.	Publish and distribute Storyline projects effectively; perform thorough QA; prepare courses for successful deployment and tracking.
ID-61 / 8.5 / T-27	Professional Development for Instructional Designers	Portfolio presentation; client communication; project handoff; freelance and internal delivery expectations; professional standards.	Present work professionally; communicate design decisions clearly; strengthen readiness for real-world instructional design roles and client-facing work.
ID-62 / 8.6 / T-28	AI Tools for Instructional Design	AI-assisted ideation; drafting and editing; voiceover support; translation workflows; prompt design; ethical and practical considerations.	Use AI tools to accelerate instructional design tasks; improve drafting and localization workflows; apply AI thoughtfully and responsibly.
ID-63 / 8.6 / T-29	LMS Fundamentals: Course, Curriculum & Tracking Administration	LMS setup; course enrollment; permissions; reporting; SCORM deployment; learner tracking; administrative workflows.	Manage LMS delivery confidently; deploy and track courses successfully; support ongoing administration and reporting requirements.

Phase 9: Capstone & Career

5 Sessions • Portfolio Assembly & Professional Readiness

Phase 9 is the culminating phase of the full certification pathway. Students consolidate all prior learning into a professional portfolio, prepare for client and employer engagement, and complete the requirements for the **Instructional Design Certification**.

Session Code	Session Title	Key Topics	Learning Outcomes
ID-64	Learning Analytics and ROI	Learning analytics foundations; ROI measurement; performance metrics; business impact evaluation; reporting insights; evidence-based decision making.	Interpret learning data to evaluate effectiveness; connect training outcomes to business value; communicate impact using clear, evidence-based reporting.
ID-65	Capstone Brief and Planning	Project scope definition; client/brief analysis; audience and business needs; deliverables mapping; success criteria; timeline and milestone planning.	Translate a business or learning need into a structured capstone plan; define scope, deliverables, and evaluation criteria; establish a realistic execution roadmap.
ID-66	Capstone Build Support	Design and development workflow; applying instructional design principles; prototype creation; facilitator and learner feedback; revision cycles; quality improvement.	Develop a complete capstone solution aligned to instructional objectives; incorporate feedback effectively; refine work to professional standards.
ID-67	Portfolio Assembly and Review	Selecting best work; organizing HLDs, LLDs, storyboards, job aids, and developed assets; writing portfolio narratives; visual consistency; evidence of process and impact.	Assemble a coherent, client-ready portfolio that demonstrates breadth, depth, and professional judgment across the instructional design workflow.
ID-68	Resume, LinkedIn, Interviews, Certification	LinkedIn optimization; resume and bio development; freelance positioning; interview preparation; client communication; networking; personal brand presentation; final assessment; capstone presentation; certification requirements; alumni community access; continued professional development; next-step planning.	Present a polished professional profile; communicate expertise confidently; prepare for interviews, freelance opportunities, and client-facing engagement; demonstrate readiness for certification completion; understand post-program pathways for ongoing growth and career advancement.

Certification Pathways & How to Use This Curriculum

Certification Pathways

Pathway	Phases	Sessions	Award
Full Certification	1–9	69	ID Certification
Tools Certificate	8 only	29	Tools Certificate
Custom / 1-to-1	Flexible	Variable	Tailored

Certificate Eligibility

Learners who complete the full theory pathway **and** the tools training receive the **ID Certification**. Learners who complete the tools-only pathway receive the **Tools Training Certificate**. Certificates are issued only after successful completion of the required learning activities and any final programme requirements.

Important Programme Information

- This document is a high-level curriculum reference and should be used to understand the structure, scope, and progression of the programme.
- Session dates and times are shared separately and may be scheduled according to cohort delivery, facilitator availability, or learner needs.
- The **Additional Notes** column is intended for learner-specific notes, reminders, or delivery details.
- The curriculum can be adapted for individual, one-to-one, or custom training formats where appropriate.
- Session codes remain the primary reference for scheduling, self-study, progress tracking, and portfolio tagging.

Learner Notes

Topic	Notes
Pathway Selected	
Facilitator Guidance	
Session Dates / Times	
Portfolio Goals	
Additional Notes	

How to Use This Curriculum Guide

01

Identify Your Pathway

Select Full Certification, Tools Certificate, or Custom based on your goals and prior experience

02

Follow Phase Sequence

Each phase builds on the previous — do not skip phases within the theory track without facilitator guidance

03

Reference Session Codes

Use ID-XX codes when tagging portfolio artefacts and tracking your progress against the curriculum

04

Complete the Capstone

Phase 9 is mandatory for the full certification award — begin assembling portfolio artefacts from Phase 1 onwards

Certification is issued by Vineet Singh Instructional Design Academy, an independent training academy. The Academy is not affiliated with any university.