

Step 10. What Could Go Wrong?

“De-bug” the design by analyzing and assessing your “first draft” of the course. Among other things, this means checking for possible problems. For example:

- Will the students have time to do their out of class assignment?
- Will they be able to obtain the necessary resources? (e.g. How many students will be trying to obtain reading material reserved in the library at the same time?)

Action: What problems might arise in the course design as you envision it at this time?

What might you do to solve these problems?