Gagne’s Nine Events of Instruction:

Robert Gagné proposed a series of events which follow a systematic instructional design process that share the behaviorist approach to learning, with a focus on the outcomes or behaviors of instruction or training. Each of the nine events of instruction is highlighted below, followed by sample methods to help implement the events in your own instruction. Use Gagné’s nine events in conjunction with Bloom’s Revised Taxonomy to design engaging and meaningful instruction.

The following nine steps have been adapted from Gagné, Briggs, and Wager (1992).

1. Gain attention of the students
   Ensure the learners are ready to learn and participate in activities by presenting a stimulus to gain their attention.
   Methods for gaining learners’ attention include:
   — Stimulate students with novelty, uncertainty and surprise
   — Pose thought-provoking questions to the students
   — Have students pose questions to be answered by other students

2. Inform students of the objectives
   Inform students of the objectives or outcomes to help them understand what they are to learn during the course. Provide objectives before instruction begins.
   Methods for stating the outcomes include:
   — Describe required performance
   — Describe criteria for standard performance
   — Learner establishes criteria for standard performance

3. Stimulate recall of prior learning
   Help students make sense of new information by relating it to something they already know or something they have already experienced.
   Methods for stimulating recall include:
   — Ask questions about previous experiences
   — Ask students about their understanding of previous concepts

4. Present the content
   Use strategies to present and cue lesson content to provide more effective, efficient instruction. Organize and chunk content in a meaningful way. Provide explanations after demonstrations.
   Methods include: