

Learning Objective Guidelines for Interactive Workshops

- Learning objectives must be written using one behavioral, measurable verb and lead to ONE action or outcome.
- The verbs understand, learn, and know are NOT acceptable verbs as they cannot be measured.
- Start the learning objective with the behavioral verb: ex, “Compare genomic literacy...”

Suggested verbs:

Remembering	Understanding	Applying	Analyzing	Evaluating	Creating
Define	Classify	Apply	Compare	Argue	Construct
Identify	Indicate	Examine	Contrast	Critique	Design
List	Match	Generalize	Differentiate	Defend	Formulate
State	Select	Illustrate	Discriminate	Evaluate	Hypothesize
Reproduce	Summarize	Record	Examine	Judge	Plan

Examples from past workshops:

A Guide to Card Sort Methods for Engaging Participants and Patients

- Design a card sort activity tailored to a population and context of your choice.

Building Understanding and Practical Skills in Community Engagement for Genetic Research

- Identify three different models of CEnR and their pros and cons

Nextflow Run: Getting Started with Nextflow for Bioinformatics

- Apply configuration options to run Nextflow workflows on any computational platform

Assessing Genetic Variants for Antisense Oligonucleotide Therapy Amenable: Practical Training Workshop and Discussion

- Examine rare disease variants and determine their suitability for N=1 ASO therapies using the N1C VARIANT Guidelines