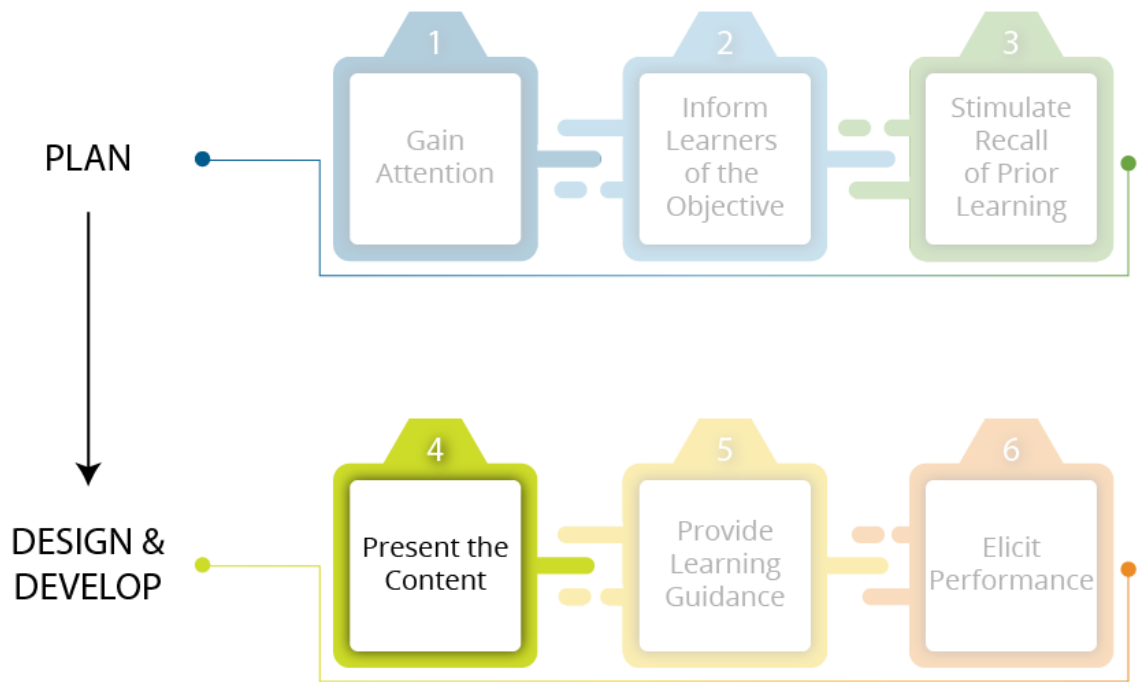


Gagné's *Nine Events of Instruction*, Events 1-6



A diagram depicting the first six events of the Nine Events framework:

1. Gain attention;
2. Inform learners of the objective;
3. Stimulate recall of prior learning;
4. Present the content;
5. Provide learning guidance; and
6. Elicit performance.

Events 1, 2, 3, 5 and 6 are faded, focusing attention on Event 4: Present the content. The first three events pertain to the “Plan” stage of course development; Events 4, 5, and 6 pertain to the “Design and Develop” and “Deliver” stages of course development.