Interactive eLearning Planner

Choose the right level and interactions for every part of your course

1. Level picker

Level	Use it when...	Typical interactions
1: Passive	Awareness only, low stakes	Text, images, narrated slides, video
2: Limited	Policies, processes, product facts	Click-to-reveal, drag and drop, quizzes
3: Complex	Judgment, conversations, troubleshooting	Branching scenarios, case studies
4: Real-time	High risk or costly to practice for real	Simulations, serious games, VR

2. Objective-to-interaction plan

One row per objective. Match the interaction to what learners will do on the job.

Learning objective	Stakes (H/M/L)	Level	Interaction type	Feedback approach

3. Interaction cheat sheet

If learners need to...	Try
Make a judgment call	Branching scenario
Use a software system	Software simulation
Follow a procedure	Sequencing drag and drop
Spot hazards or errors	Hotspot on a photo or screen
Handle a conversation	Interactive video or branching dialogue
Recall key facts	Knowledge check with feedback
Explore dense reference content	Tabs or click-to-reveal
Practice repeatedly	Gamified challenge

4. Quality checklist

- ☐ Every interaction serves an objective
- ☐ Scenarios have no obvious answers
- ☐ Feedback explains why
- ☐ Choices reflect real job decisions
- ☐ Keyboard and screen reader alternatives
- ☐ Works on the devices learners use
- ☐ Easy to update if content changes
- ☐ Tested with real learners

Full guide: elearningsolutionslab.com/interactive-elearning/ | Need help? elearningsolutionslab.com/contact/