

# Rapid Prototyping Templates

Quickly build and test course prototypes

## 1. Course Outline Prototype

Generate a course outline for [topic] targeting [audience].

Include:

- Course title and description
- 3-5 modules with clear themes
- Learning objectives for each module
- 3-4 topics per module
- Estimated duration for each component
- Assessment strategy

Format: Outline view showing hierarchical structure

Purpose: Validate structure before building content

## 2. Sample Module Prototype

Create a complete prototype of Module 1 for [course topic].

Include:

- Module overview and objectives
- 1 complete topic with all content
- 2-3 topic outlines (headers only)
- Sample assessment items
- Placeholder for media/interactivity

Make it good enough to get stakeholder feedback on approach and tone.

## 3. Interactive Element Mockup

Design an interactive element for [learning objective].

Type: [scenario, simulation, branching activity, game, etc.]

Describe:

- How learners interact with it
- What choices they make
- Feedback they receive
- Learning reinforced

Create text-based mockup showing flow and logic, ready to hand to developer.