

Low-Bandwidth Blended Design

Six questions. The answers change with every cohort.

1. Design it

What must a participant be able to do after this unit? Write one sentence you could watch someone perform. Choose no media until it is written.

2. Constrain it

What are the cohort's data caps, connectivity, time zones, languages and digital confidence? Write the five lines down. Every later decision is judged against them.

3. Blend it

What is genuinely worth a scheduled hour, and what can be done alone? Keep live time for the things only live time can do.

4. Prepare it

Is the prep short, offline-friendly and in the lightest format that works? And what makes that preparation visible before the session? An entry ticket is judged by what people do, not by the mark it produces.

5. Practise it

Does the live hour start at practice rather than recap? Participants should spend it doing the task and being questioned, not watching someone present.

6. Apply it

What real task in the participant's own workplace ends this unit, and who else sees their work? Learning transfers through use and one peer touchpoint, not through a final quiz.