



## *The Instructional Designer's Anthem*

*I am an Instructional Designer.*

*I don't give up on my learner.*

*I don't because I am the one truly on my learner's side.*

*I exist because my learner exists.*

*I exist because the need to learn exists.*

*I am my learner's guide on the path of learning.*

*I create because I burn to make learning happen.*

*My goal is that, to the best of my ability, I help my learner learn.*

*When I design a learning experience, I acknowledge the constraints.*

*I push against them to test their limits, then I find a way.*

*If the budget is a constraint, I find a less expensive way.*

*If time is a constraint, I find a faster, a quicker way.*

*But I never let any of the constraints limit learning.*

*With my goal etched on my heart with a blazing stick of fire,*

*I always find ways to ensure that my learner learns.*

*I am an Instructional Designer.*

*I am \_\_\_\_\_*

