

Instruction Methods

Lecture - a talk or speech given to a group of people to teach them about a particular topic.

Case Method - an instructional strategy that engages learners in active discussion about issues and problems inherent in practical application. It can highlight fundamental dilemmas or critical issues and provide a format for role playing ambiguous or controversial scenarios.

Discussion - variety of forums for open-ended, collaborative exchange of ideas among a teacher and learners or among learners for the purpose of furthering learners thinking, learning, problem solving, and understanding.

Active Learning - learning environments that allow learners to talk and listen, read, write, and reflect as they approach content through problem-solving exercises, informal small groups, simulations, case studies, role playing, and other activities -- all of which require students to apply what they are learning.

Cooperative Learning - a systematic pedagogical strategy that encourages small groups of learners to work together for the achievement of a common goal.

Distance Learning - any form of teaching and learning in which the teacher and learner are not in the same place at the same time.

Result Demonstration - a method of teaching designed to show by example of an established practice or technology or any other fact or group of related facts.

Method Demonstration - any planned performance by a presenter of a skill, scientific principle or experiment.

Field Trip (Tour) - educational trips to sites where learners have the opportunity to observe their chosen subject outside of a classroom setting, collect samples and to conduct research.

Inquiry - Problem Solving, Questioning - The inquiry approach is more focused on using and learning content as a means to develop information-processing and problem-solving skills. The system is more learner centered, with the teacher as a facilitator of learning. There is more emphasis on "how we come to know" and less on "what we know." Learners are more involved in the construction of knowledge through active involvement.

Simulations - gaming, creative dramatics, role playing - stimulates active engagement of students. Learners are playing a role, not just reading and analyzing. Learners make decisions and see the results of their decisions in the response of other players and the outcome of the simulation.

Debate - When it consists of reasoned arguments for or against a proposition, becomes a means for decision making and enables people to make collective choices.