EDUCATIONAL FORMAT

Lecture/Presentation: Provides a large amount of information (knowledge) in a limited amount of time. Allows faculty to talk about a chosen topic.

Q&A Session: Provides learners an opportunity for clarification/validation

Panel Discussion: Provides an opportunity for experts or a group of learners to present differing viewpoints on a topic, issue, or problem to other panelists and the audience (learners).

Case Study or Presentation: Provides an account of an actual problem or situation an individual or group has experienced. An effective method of provoking debate on issues for which definite conclusions do not exist.

Group Discussion: Provides an opportunity for learners to think together constructively for purposes of learning, solving problems, making decisions, and/or improving human relationships.

Journal Club: Provides a format for discussion of journal articles. Useful for a group with similar interests to share opinions and discuss published literature in an organized, face-to-face fashion.

M & M: Provides a safe venue for presentation of cases by learners with possible untoward outcomes. Allows peer interaction with current problems in practice.

Hands-on (skill lab, animal lab): Provides opportunities to practice skills.

Demonstration: Models the correct step-by-step procedures needed when performing a specified task.

Simulation: Provides opportunities to practice skills.

Patient Simulation: Provides a standardized method for a group of physicians to compare their individual skills of diagnosis, treatment, and management of a patient with their peers.

Problem Solving: Provides the opportunity for learners to solve a problem through the collection, application, and assessment of information. An effective teaching method to encourage learners to inquire into, and think critically about, a topic.

Games: Provides an interactive and competitive process to validate new learning in a positive emotional situation.

Role Play: Provides learners with the opportunity to experience common human relations problems and practice communication skills in a secure environment.

Brainstorming: Solicits creative ideas or to identify possible solutions to problems. Allows learners to express opinions and ideas without the threat of being judged by other learners.

Self-Directed Learning: Provides an opportunity for adults to learn the subject at their own pace. An effective method of providing active learning with immediate feedback and reinforcement.

Role Modeling or Mentoring: Provides the learner with one-on-one access to expert. Learning takes place over time with opportunities to reflect, apply, question.