Educational Formats and their Rationale

Format	Rationale
Didactic Lecture / Presentation	Provides a large amount of knowledge in a limited amount of time. Allows faculty to talk about a chosen topic.
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).
Self-Directed Learning / Computer-aided Instruction	Provides an opportunity for individuals to learn the subject at their own pace. An effective method of providing active learning with immediate feedback and re-enforcement.
Group Discussion	Provides an opportunity for learners to think together constructively for purposes of learning, solving problems, making decisions, and/or improving human relationships.
Case Study	Provides an account of an actual problem or situation an individual or group has experienced. An effective method of provoking controversy and debate on issues for which definite conclusions do not exist.
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.
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 to identify possible solutions to problems. Allows learners to express opinions and ideas without the threat of being judged by other learners.
Demonstration	Models the correct step-by-step procedures needed when performing a specified task (e.g. Table Top Exercises, etc.)
Role Modeling / Mentoring	Provides the learner with one-on-one access to an expert. Learning takes place over time with opportunities to reflect, apply and question.
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, group model.
M & M	Provides a safe venue for presentation of cases by learners with possible untoward outcomes. Allows peer interaction with current problems in practice.
Patient Simulation	Provides a standardized method for a group of Health Professionals to compare their individual skills of diagnosis, treatment and management of a patient with their peers.
Games	Provides an interactive and competitive process to validate new learning in a positive emotional situation.
Chart Audit	Peer or self-audit.