

Educational Formats and Their Appropriate Uses

Educational Formats	Definitions ¹	Domains of Learning			
		If the purpose is dissemination of Knowledge, the following formats are ideal	If the purpose is developing Skills, the following formats are ideal	If the purpose is changing Attitudes, the following formats are ideal	If the purpose is changing Behavior the following formats are ideal
Lecture/Presentation	Provide a large amount of information in a limited amount of time	X			
Q&A	Provides learners an opportunity for clarification/validation	X			
Panel discussion	Provides learners an opportunity to hear differing viewpoints on a topic, issue or problem	X			
Case study or presentation	Provides an account of an actual problem or situation. Provides an effective method of stimulating debate on non-conclusive issues		X		
Group Discussion	Provides learners an opportunity to think together for purposes of learning, solving problems, making decisions and/or improving human relationships	X		X	
Problem solving	Provides learners an opportunity to solve a problem through the collection, application and assessment of information		X		
Games	Provides an interactive and competitive process to validate new learning		X		
Role play	Provides learners with the opportunity to experience common human relations problems and practice communication skills			X	
Case discussion with ARS (Audience Response System)	Provides active participation and immediate feedback		X		
Simulation	Provides opportunities to practice skills		X		X
Hands on (skill lab, animal lab)	Provides opportunities to practice skills		X		X
Patient Simulation	Provides a standardized method for physicians to compare their individual skills of diagnosis, treatment and management of a patient		X		X
Demonstration	Models the correct step-by-step procedures for a specified task		X		X
Brainstorming	Solicits creative ideas or to identify possible solution to problems		X	X	

1. Definitions adapted from *Effective Adult Learning* by Birkenholz