

In-Class Action-Based Learning Activities

Simulation

Bloom's Revised Learning Objective: apply (application)

Purpose:

- engages the student in potential real-world situations
- promotes the opportunity to be responsible for actions and “best practice”
- spontaneous practice of specific intended roles
- enhances higher level thinking skills
- provides emotional tie-in to learning environment and knowledge
- encourages effective social skills

Application:

- warm up your class with a real-world problem or issue
- select the students to be involved in the simulation
- next, prepare the students not involved to participate as observers
- act out the simulation
- discuss and evaluate the simulation
- replay, revise, explore other options as needed/wanted
- further discuss and evaluate the simulation
- share experiences and generalize back to the real world

Tips:

- allow your students to pursue their perspective in a safe, open environment
- reinforce that there is potentially good and/or bad; simulation should be the best response to a given situation at any moment in time
- patiently guide the activities and discussions to encourage exploration and discovery
- help the class to identify and discover “best practice” in that situation