

CHOOSING A LEARNING ACTIVITY



The use of one learning activity may be more appropriate in a given situation than another. For instance, if you do not have a car to use, which would be the best way to learn to drive, then to teach car driving through a series of simulation exercises may be more effective than through a lecture.

The table below suggests some learning activities which match their objective. Making the choice does not mean, of course, that a lecture, for example, cannot change attitudes or that a role play will not impart knowledge.

When your objective is to teach a physical skill (psycho-motor), you could choose from:	When your objective is to impart knowledge (cognitive), you could choose from:	When your objective is to change attitudes (affective), you could choose from:
Demonstration Resource based Learning/discovery method Skills practice Individual practice (possibly with work cards/instruction sheets/books) Coaching Problem solving Games Brainstorming panel	Case study Resource based learning/discovery method Discussion Lectures Demonstration Private study and reading Information learning Technology/programmed instruction Projects and visits Tutorials Independent learning Correspondence Games Simulations Brainstorming Panel	Case study Discussion Games Role play Simulation Tutorials Debates Field trip or survey Project Brainstorming Panel