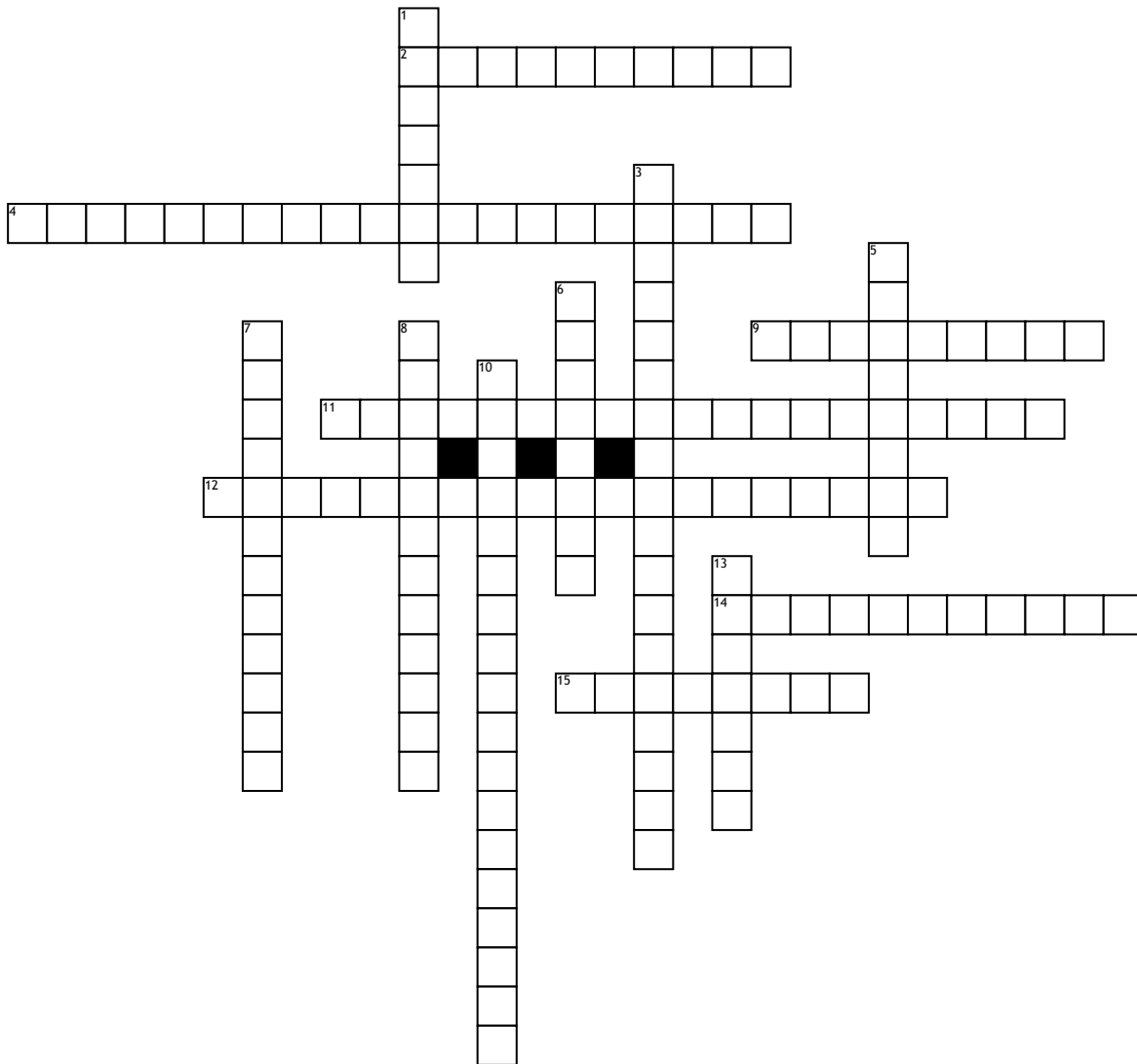


Instructional Methods



Across

2. A means of determining if the objective of the experience were met
4. Learning that is centered around problems which provide a stimulus for critical thinking
9. Learners work through and answer questions based upon a scenario based upon a potential real-life situation to
11. A type of learning where learners work together to achieve a goal
12. Self-directed learning through completion of a package or module
14. A type of simulation in which learners act out scenarios to practice solving real-life problems or scenarios

15. A type of examination developed to evaluate how well a learner has achieved the learning objectives

Down

1. A process which occurs after a simulation experience, guided by the educator to help learners critically reflect and enhance learning
3. Learners have an opportunity to work through a scenario based upon real life as it progresses
5. A plan to help learners prepare for the simulation based experience
6. Type of simulation used for simulation-based experiences

7. May be used to learn or reinforce learning by applying information in a fun, competitive way with rules

8. A fun active learning activity in which learners apply information to solve problems

10. Methods for sharing or applying new information, may be active or passive

13. A test which a learner can take prior to starting a learning module to assess their prior knowledge on a subject