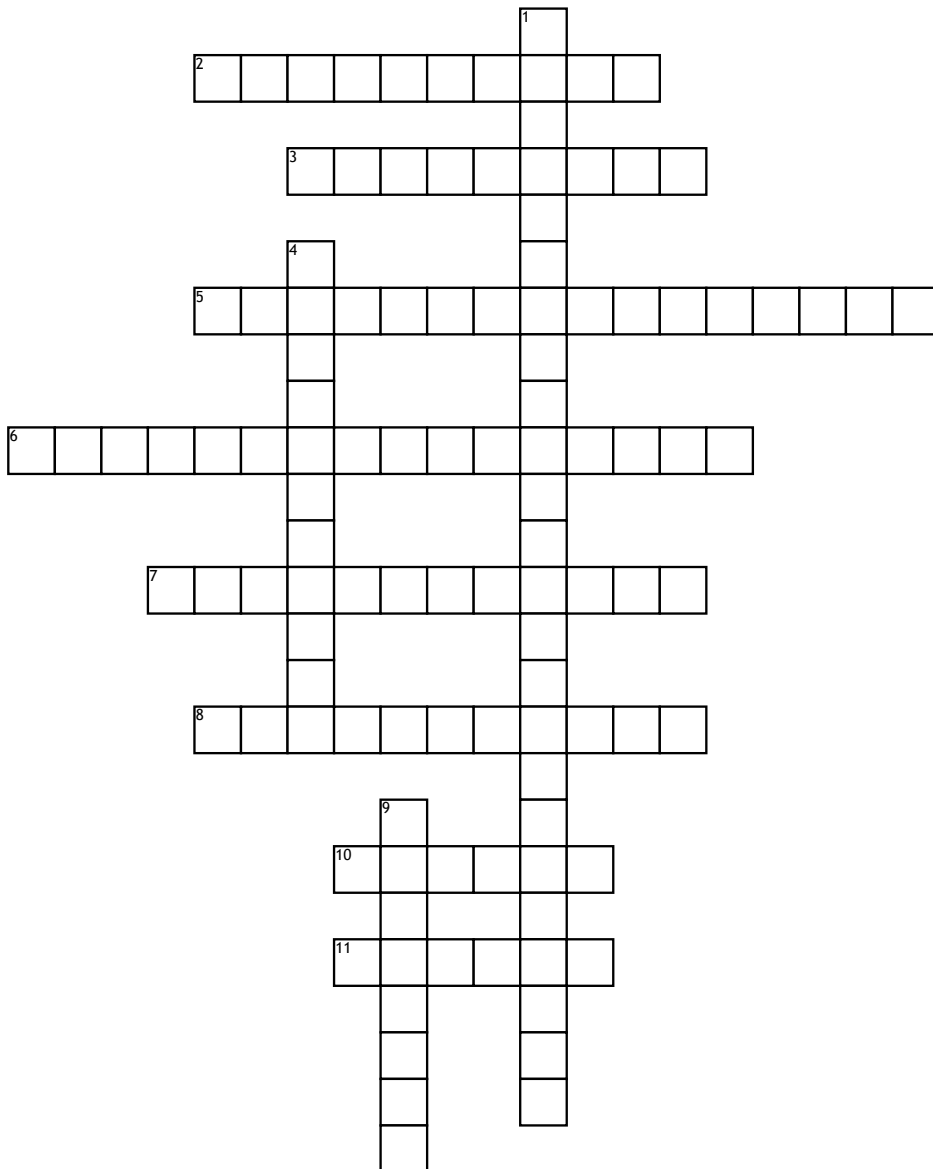


Name: _____

Instructional Methods



Across

2. A discussion that occurs after a learning scenario
3. A described scenario with detailed information set forth to analyze
5. forming a judgement based on evaluation and analysis of an issue
6. An environment where students may practice skills
7. The act of turning a learning experience into a multi-player game
8. example: educational model of a heart

10. The name of a high fidelity simulation mannequin

11. Opposing arguments on a particular topic

Down

1. A computerized program that uses images and sound to create a sense of reality

4. Role-playing games

9. Participating in a dramatization to illustrate behaviors of others in a given situation