

METHODS OF INSTRUCTION SUMMARY

Interactive Lecture. The instructor presents material such as events and facts and the cadets participate by responding to questions and engaging in discussion.

Examples:

Demonstration and performance. The instructor demonstrates a movement or skill, showing the cadet what to do, and explains, why, where and when it is applied. Then the cadets are given time to practice the movement or skill.

Examples:

In-class activity. A variety of activities that reinforce instructional topics.

Examples:

Practical activity: An interactive way to allow cadets to experience skill-based lessons.

Examples:

Game. Fun and challenging activity that allows for skill practice or knowledge confirmation.

Examples:

Field trip. Complements theoretical knowledge required by using concrete examples and allowing cadets to observe real-life applications of learning objectives.

Examples:

Group discussion. Cadets learn from peer responses, which provoke them to examine their own thoughts and experiences.

Examples:

Guided discussion. The instructor directs and stimulates the cadets' learning through a series of structured questions.

Examples:

Role-play. Cadets are assigned roles requiring them to interact with others in responding to various realistic situations.

Examples:

Experiential learning. Allows cadets to acquire new knowledge or skills through direct experience.

Examples:

Problem-based learning. Cadets analyze a problem and apply the steps in the problem-solving method.

Examples:

Case study. The primary purpose may not be to find a correct solution to the problem or issue posed, but to understand the principles involved in reaching a solution or analyzing an issue.

Examples: