

Teaching Methods

Respondents were queried as to the teaching methods used most often, and whether or not experiential learning formed an integral component of their program. Most noted that while some form of “experiential learning” was included, informally, in most programming – the level of formalized experiential learning (including internships, practicum courses, etc) was highly variable between Programs.

The frequency of use of “non-magisterial” methods seemed to vary directly with the level of programming, i.e. at the Undergraduate level, lectures predominate, and the class size, where the smaller the number of students, the more likely it was that non-traditional teaching methods would be used.

Teaching Methods:

- Group discussion
- Small group work
- Simulated practice
- Guest speakers, including “experts” – brought in by telephone/video
- Shared learning
- Socratic method/magisterial
- Lectures
- Assignments
- Pre-assigned readings
- Seminars
- Role play
- Practicum/Professional Field Practice
- Internship/Clinical Placement
- Exams
- Video critiquing
- Debating
- Reflection (including journaling, papers, oral presentation)