

Educational Strategies & Technology
Group Chart
 Julio A. Velasco

Appendix A
 April 25, 2000

Category	Methods												
	1. Rote	2. Explanatory			3. Exploratory								
		a. Lecture	b. Guest Speaker	c. Panel of Experts	a. Lecture with discussion	b. Brain Storming	c. Small Group Discussion	d. Large Group Discussion	e. Report back sessions	f. Values Clarification	g. Worksheets/Surveys	h. Case Studies	i. Role Play
Pre-natal		✓	✓										
Baby	✓												
Pre-school	✓												✓
K-5	✓	✓				✓							✓
6-12	✓	✓				✓	✓						✓
Vocational	✓	✓	✓		✓	✓	✓				✓	✓	✓
Higher Ed	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓
Continuing Ed	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓
Worker-Learner	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓

Select a teaching method according to learning category in appendix A. Then, look for the corresponding tools in appendix B. For example, tonight's teaching activity with a group of masters program students will be lecture with discussion. Turn to Appendix B and scan down column 3.a. (Lecture with discussion) for appropriate technologies.

Note:
 K-12 intentionally divided in two, which seems to fit the pattern very nicely.

**Educational Strategies & Technology
Technologies Chart**
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Appendix B
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Technologies	Methods →												
	1. Rote	a. Lecture	b. Guest Speaker	c. Panel of Experts	2. Explanatory			3. Exploratory					
					a. Lecture with discussion	b. Brain Storming	c. Small Group Discussion	d. Large Group Discussion	e. Report back Discussion	f. Values sessions	g. Worksheets/Clarification	h. Case Studies	i. Role Play
Analog													
1. Blackboard & Chalk	✓	✓			✓	✓							
2. Paper & Pencil	✓	✓						✓		✓	✓		
3. Textbooks & Reference Materials		✓	✓		✓					✓	✓		
4. Flash Cards	✓												
5. TV & Video	✓	✓	✓	✓	✓	✓							
6. Tape & Radio	✓	✓	✓	✓									
7. Microfich & photo copiers						✓							
8. Overhead Projectors		✓	✓	✓	✓			✓		✓		✓	
9. Slides Projectors		✓	✓		✓			✓	✓	✓	✓	✓	
Digital													
1. Computers													
a. Applications as Learning Tools						✓	✓	✓		✓	✓	✓	
b. Electronic Presentations		✓	✓	✓	✓	✓	✓	✓		✓	✓		
c. Multi-media	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
d. Interactive Lessons	✓									✓	✓	✓	
e. Interactive Games	✓										✓	✓	
2. Internet													
a. Email, Listserv, & NetNews		✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	
b. Database access		✓											
c. Digital Reference Materials					✓	✓	✓	✓		✓	✓		
d. Distance Learning		✓	✓	✓	✓								
e. Collaborative Tools					✓	✓	✓	✓	✓				
f. Video Conferencing		✓	✓	✓	✓	✓	✓		✓		✓	✓	