Teaching and Learning Strategies

1.	**Feedback Session**
	A class activity in which various individuals or groups report back to the class on what they have been researching or discussing. It may also mean a session in which a lecturer reports back to students with an evaluation of their work. (e.g. after an assignment has been corrected)

2.	**Game**
	A kind of simulation which usually involves elaborate rules and decisions about who has been successful and who has not.

3.	**Pyramid Group**
	A form of group activity in which the class is divided into groups. After some time, pairs of groups are joined together and continue the discussion. This procedure is repeated until there is only one group, comprising the whole class. Sometimes called a snowball group.

4.	**Jigsaw Learning**
	A form of teaching or learning in which different students cover different areas of a topic; they later pool their knowledge (e.g. by means of seminar papers).

5.	**Informal Lecturer**
	A kind of lecture which is delivered informally. Usually this means that audience reaction during the lecture is welcomed.

6.	**Computer Assisted Learning**
	A method of learning which involves the use of specially designed computer programmes. (CAL)

7.	**Formal Lecture**
	A kind of lecture which is often carefully prepared in the form of a paper or script which is closely followed. Usually audience participation is not welcomed except perhaps for questions at the end.

8.	**Buzz Group**
	A form of group activity in which groups of students have a brief discussion (for , say five minutes) to generate ideas, answer specific questions (sometimes used as an activity during lectures)

9.	**Socratic Technique**	
	A form of teaching by questions and answers gradually leading to the elicitation of certain truths.	
10.	**Role Play**	
	A form of simulation in which the participants adopt certain roles or parts ,e.g. as a parent, policeman etc.	
11.	**Distance Learning**	
	A system whereby students can have access to learning materials even when they are remote from the college, university, etc, which produced the materials. Students may be kept in touch by correspondence, sms, e-mail, telephone etc.	
12.	**Workshop**	
	A kind of task-based group activity which involves the completion of a specified task. It is expected that all the members of the group will contribute something to the completion of the task.	
13.	**Simulation**	
	A group activity which imitates situations, usually those which are likely to arise in one's real-life professional activities. May sometimes involve role play.	
14.	**Cross-over Groups**	
	A form of group activity in which the class is divided into groups which have a discussion. After some time, one or more members of each group move over and join one of the groups. So two students from group A might join Group B, two from group B might join Group C and so on, and the discussion continues. In this way, ideas from the different groups are shared without the need for a feedback session.	
15.	**Lecture**	
	A system of teaching where a tutor talks to the students for an extended period of time (usually between 45 minutes and one hour). Essentially one –way interaction, but there are many variations.	
16.	**Gapped Lecture**	
	A kind of lecture which is interspersed with other types of activity, e.g. group work.	
17.	**Project** A kind of task-based activity which usually involves an extended amount of independent work, either by an individual student or a group of students.	

18.	**Guided Reading** A form of teaching or learning in which students are encouraged to read specific articles or specified sections of books with a particular purpose in mind.
19.	**Lecturette** A shorter than usual lecture (e.g. 15 – 20 mins) Sometimes given by individual students to the other members of the class, to share information and/or demonstrate presentational skills.
14.	**Seminar** A form or group activity in which one or more, and perhaps all, of the participants has to contribute something to the discussion, usually in the form of a prepared paper or talk.
15.	**Open Learning** A system whereby students can have access to learning materials (usually specially designed materials) At times which are convenient to themselves, in order to complete a programme of study.
16.	**Tutorless Groups** Virtually a kind of self-help group but officially recognized. It operates without the benefit of a tutor or teacher, who ,however may be available as a resource.
19.	**Group work** Any form of learning activity which is done by groups of learners working together. Often distinguished from class work, in which the whole class works together.
20.	**Brainstorm** A kind of group activity intended to generate a lot of ideas. Participants are encouraged at the beginning to think up ideas no matter how likely or far-fetched. Every suggestion is recorded. Decisions about practicality are made later.