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Make Virtual Classroom Learning Relevant with Scenario-Based Learning!

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Make Virtual Classroom Learning Relevant

SCENARIO-BASED LEARNING IN THE VIRTUAL CLASSROOM

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WHAT IS SCENARIO-BASED LEARNING?

Scenario-based learning uses interactive situations to engage participants in active learning strategies

- a problem to solve
- an outcome to predict
- a game to win

All of which aims to creatively engage learners in working their way through a storyline to a satisfying conclusion.

ADULT LEARNING PRINCIPLES (Malcolm Knowles)

- Adults need to be involved in the planning and evaluation of their instruction.
- Experience (including mistakes) provides the basis for the learning activities.
- Adults are most interested in subjects that have immediate relevance and impact to their job or personal life.
- Adult learning is problem-centered rather than content-oriented.
TYPES OF SCENARIO-BASED LEARNING METHODS

Problem-based

Predictive

Play-based

7 STEPS TO CONSTRUCTING SCENARIOS

1 IDENTIFY THE DESIRED LEARNING OUTCOMES
2 IDENTIFY THE AUDIENCE
3 DEFINE THE LEARNING PROBLEM OR CHALLENGE
4 CHOOSE A STRUCTURE
5 WRITE THE STORY
6 DETERMINE POSSIBLE SOLUTIONS OR RESOLUTIONS
7 REFLECT AND EVALUATE

Scenario Based Learning
1. IDENTIFY THE DESIRED LEARNING OBJECTIVE(S)

Learning Objective:
Successfully evacuate your office suite within 4 minutes during a fire emergency.

2. IDENTIFY THE AUDIENCE

Audience:
3. DEFINE THE LEARNING PROBLEM OR CHALLENGE

Problem/Challenge:

4. CHOOSE A STRUCTURE

- Problem-based
- Predictive
- Play-based
5. WRITE THE STORY

6. DETERMINE POSSIBLE SOLUTIONS OR RESOLUTIONS
7. REFLECT AND EVALUATE

Was the learning objective achieved?

7 STEPS TO CONSTRUCTING SCENARIOS

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4. CHOOSE A STRUCTURE
5. WRITE THE STORY
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7. REFLECT AND EVALUATE
**WHAT ARE SOME OF THE BENEFITS AND LIMITATION OF USING SCENARIOS?**

<table>
<thead>
<tr>
<th>Benefits</th>
<th>Limitations</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW ANGLES</td>
<td>SMOOTHED TANGLES</td>
</tr>
<tr>
<td>GOING TO WRANGLE</td>
<td>UGLY DANGLES</td>
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</tbody>
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*Blended Learning*