# Event: Case Method

**Learning Outcome #1**  
Apply learning theories, facilitation methodologies, and instructional technologies in order to enhance student learning.

**Learning Outcome #2**  
Apply critical thinking theories and philosophies that promote a student-centered environment.

**Learning Outcome #3**  
Employ classroom management principles that encourage student interaction and active learning.

**Learning Outcome #4**  
Discuss the application of ethical principles in the decision-making process.

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<th>Excellent</th>
<th>Average</th>
<th>Poor</th>
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| **Story Telling** (Context)    | 5         | 4        | 3  
Case was developed and delivered using role-play, was historically accurate, gave participants a sense of time & place, and avoided "spoilers."  
Role-play was inconsistent, case was not historically accurate, or participants could have been given a better sense of time and place.  
Role-play was not used in case development or delivery, case was fictional, and/or case did not provide any sense of time or place for participants. |
| **Socratic Conversation**      | 5         | 4        | 3  
Case made use of cold-calling, decision-forcing questions, paraphrasing, and involved entire class.  
Cold calling, decision-forcing questions, and paraphrasing were used somewhat effectively. Entire class not always involved.  
Case failed to use any cold-calling, decision-forcing questions, or paraphrasing. Few participants or no one was involved. |
| **Context**                    | 5         | 4        | 3  
Media avoided text when possible, used accurate and effective images, and student made creative use of all available media.  
Media used some text, few images, and could have been used more creatively.  
Media used entirely too much text and/or was employed ineffectively. |

Comments:

Name: _______________________________  
Course: ________