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.

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

Comments:

Name: _____   Course: _____