



UNIVERSITY OF MINNESOTA

CE Educational Formats

Format	Description	Choose if you...
Keynote/Lecture / presentation, no Q&A	Provides a large amount of information on a chosen topic in a limited amount of time.	<ul style="list-style-type: none"> • Have a large amount of information or knowledge to share
Keynote/Lecture / presentation, with Q&A	Provides a large amount of information on a chosen topic in a limited amount of time. Allows learners to ask questions and receive an immediate answer from the speaker.	<ul style="list-style-type: none"> • Have a large amount of information or knowledge to share • Want to engage the learners in the educational process • Provide learners an opportunity for clarification/validation of what they have learned
Panel discussion	Provides an opportunity for experts or a group of people knowledgeable on a topic to present differing viewpoints to other panelists and the learners.	<ul style="list-style-type: none"> • Want to provide multiple views and perspectives on a topic or issue to disseminate knowledge
Small group discussion	Provides an opportunity for learners to think together constructively for purposes of learning, solving problems, making decisions, and/or improving human relationships.	<ul style="list-style-type: none"> • Want to provide small group interaction • Want learners to actively participate in discussions • Want to encourage discussion, debate, and/or collaboration • Want to disseminate knowledge and/or impact learners' attitudes
Case studies/case-based discussion	Provides an account of an actual problem or situation an individual or group has experienced. An effective method of provoking controversy and debate on issues for which definite conclusions do not exist.	<ul style="list-style-type: none"> • Want group interaction • Want learners to actively participate in discussions • Want to encourage discussion and debate • Want to develop learners' skills
Skills-based workshop/lab	Provides experiential learning, allowing learners to practice skills as they learn them.	<ul style="list-style-type: none"> • Want to the opportunity for learners to brush up on their skills or learn new skills
The Way I Do It.....	Provides learners with an expert's personal insights, allowing learners to compare and contrast techniques/approaches.	<ul style="list-style-type: none"> • Want to provide insight into what the experts do and why • Want to develop learners' skills

CE Educational Formats

University of Minnesota Medical School, Office of Continuing Professional Development

cme.umn.edu

Phone: (612) 626-7600 Email: cme@umn.edu

Created on: 11/9/2017

Last revised: 11/9/2017



UNIVERSITY OF MINNESOTA

Simulation	Provides a standardized method for a group of physicians to compare their individual skills of diagnosis, treatment and management of a patient with peers.	<ul style="list-style-type: none">• Provide structured debriefing and reflection to allow learned to reflect on the experience and draw conclusions
Poster Session / Moderated Poster Session	Provide new or continuing research in poster format.	<ul style="list-style-type: none">• Want to disseminate knowledge• Want to have information presented visually• Want to provide the opportunity for interaction with the experts (moderated)
Showdowns/Debates	Experts debate on topics and/or techniques <i>Add an audience vote to increase learner engagement in the session</i>	<ul style="list-style-type: none">• Want to provide differing points of view on controversial questions and issues• Want to disseminate knowledge and/or change attitudes
Audience Response System (ARS)	Provides learners the opportunity to answer questions in real time and receive immediate feedback	<ul style="list-style-type: none">• Want learners to actively participate in the session• Want to provide immediate feedback to learners• Want to disseminate knowledge, change attitudes or behaviors
Role play	Provides learners with the opportunity to experience common human relations problems and practice communication skills in a secure environment.	<ul style="list-style-type: none">• Provide an opportunity for learners to practice communication skills• Want to change learners' attitudes
Brainstorming	Solicits creative ideas or to identify possible solutions to problems.	<ul style="list-style-type: none">• Provides learners the opportunity to express opinions and ideas without the threat of being judged• Want to develop learners' skills and/or change attitudes
Demonstration	Models the correct step-by-step procedures needed when performing a specified task. <ul style="list-style-type: none">• <i>Consider video session demonstrations.</i>	<ul style="list-style-type: none">• Provide instruction from experts• Want to provide an opportunity for learners to brush up on skills• Want to develop learners' skills and/or change behavior

CE Educational Formats

University of Minnesota Medical School, Office of Continuing Professional Development

cme.umn.edu

Phone: (612) 626-7600 Email: cme@umn.edu

Created on: 11/9/2017

Last revised: 11/9/2017



UNIVERSITY OF MINNESOTA

Games	Provides an interactive and competitive process to validate new learning in a positive emotional situation	<ul style="list-style-type: none">• Want to assess the learners' grasp of concepts
Poster Tour	Experts select their favorite posters in their areas of expertise.	<ul style="list-style-type: none">• Add interactivity• Provide learners an opportunity to interact with experts in a small group setting• Want to disseminate knowledge
Problem solving	Provides the opportunity for learners to solve a problem through the collection, application, and assessment of information. An effective teaching method to encourage learners to inquire into, and think critically about, a topic.	<ul style="list-style-type: none">• Actively involve learners• Promote critical thinking• Stimulate peer group learning

Remember, adults learn better when:

- They are active contributors to their learning
- Content relates to the learner's real life
- Content is connected to their current or past experience or knowledge
- They have opportunity to identify their own learning goals and direct their education
- The educational setting allows them to practice what they learn and provides support for self-directed learning
- Learners receive feedback from faculty and peers during the active learning
- Learners are given time to reflect on their learning
- The educational setting provides learning from multiple sensory channels
- The learning environment is safe and free from intimidation
- The content "makes sense" to them and can be used immediately

CE Educational Formats

University of Minnesota Medical School, Office of Continuing Professional Development

cme.umn.edu

Phone: (612) 626-7600 Email: cme@umn.edu

Created on: 11/9/2017

Last revised: 11/9/2017