

METHODS/VARIABLES GRID EXERCISE

Setting the Context

Use the following context to assist your team in completing the following learning method grid (also found in Module 4 manual).

- You are an experienced and well-informed Training Manager in a busy call centre
- You need a “winner” training session
- The next training opportunity on the horizon is a demanding half-day session dealing with wellness:
 - ✓ Knowledge of wellness model
 - ✓ Physical exercises to deal with stress
 - ✓ Commitment to wellness
- The learners? Twenty (generally non-compliant) call centre operators who are mandated to attend the session
- You will be designing and facilitating the session

You are completing the learning methods grid to begin thinking about the session's design

Methods/Variables Grid Worksheet

Rating Scale: low 1 2 3 high

Note: These ratings are based on the provided context. Some ratings may change based on the situation.

		A	B	C	D	E	F	G	H	I	J
		Supports Cognitive Learning	Supports P-Motor Learning	Supports Affective Learning	Degree of Active Learner Involvement	Class Time Required to Execute	Degree of Expertise to Design	Degree of Expertise to Facilitate			
1	Brainstorm		1				1				
2	Case Study	3				2					
3	Small Group Discussion				3			1			
4	Large Group Discussion					3		3			
5	Facilitator Demonstration		3		1						
6	Lecturette			1			3				
7	Role Play	2		3							
8											
9											
10											

Methods/Variables Grid Answer Key

Rating Scale: low 1 2 3 high

Note: These ratings are based on the provided context. Some ratings may change based on the situation.

		A	B	C	D	E	F	G	H	I	J
		Supports Cognitive Learning	Supports P-Motor Learning	Supports Affective Learning	Degree of Active Learner Involvement	Class Time Required to Execute	Degree of Expertise to Design	Degree of Expertise to Facilitate			
1	Brainstorm	2	1	1	3	2	1	1			
2	Case Study	3	1	1	3	2	3	2			
3	Small Group Discussion	3	1	2	3	1	2	1			
4	Large Group Discussion	2	1	2	2	3	2	3			
5	Facilitator Demonstration	2	3	1	1	2	3	3			
6	Lecturette	3	1	1	1	2	3	2			
7	Role Play	2	1	3	3	2	2	2			
8											
9											
10											