GLOSSARY A (TEACHING AND ASSESSMENT STRATEGIES)

STRATEGIES	Definition
Brainstorm	A group problem-solving technique that involves the spontaneous contribution of ideas from all members of the group.
Buzz groups	Short discussion in twos or threes.
Case study	Exercise that involves in depth review about processes, situations, events and documents to examine features of case.
Computer assisted learning	Covers range of computer-based packages, which aim to provide interactive instruction usually in a specific subject area.
Cooperative learning	A range of team based learning approaches where students work together to complete a task
Debate	A structured contest of argumentation in which two opposing individuals or teams defend and attack a given proposition.
Demonstration	Demonstration involves showing by reason or proof, explaining or making clear by use of examples.
Field trip	Any teaching and learning excursion outside of the lecture.
Games	Uses competitive exercises, either pitting the students against each other or getting them to challenge themselves in order to motivate them to learn better.
Group discussion	A set of persons (more than three) brought together to express their opinion and to the subsequent exchange of views on the allocated subject.
Inquiry	An investigation of a scientific nature where learning is facilitated by giving students the opportuning to explore an idea or question on their own.
Learning journals	Making explicit and recording the learning that takes place.
Mentoring	Support and encouragement given to students to manage their own learning in order that they may maximise their potential, develop their skills, improve their performance.
Mind maps	A diagram used to represent words ideas, task, or other item linked to an arranged around a central key word or idea.
Module	A unit of educations or instruction with a relatively low student-to-teacher ratio, in which a single topic or small section of a broad topic is studied for a given period of time.
Peer assessment	Assessment of student progress made by other students.
Portfolio	Collection of student's work depicting their development of skills and strategies, and the cognitive process.

Problem-Based Learning (PBL)	Uses real world problems as the content for in depth investigation of core content. An approach to teaching driven by a question or problem, which uses a variety of methods of inquiry to research and address the question.
Problem Solving	Present students with real life problems to which they must apply content knowledge and theory
Project	A method that uses a project as the essence of teaching from the beginning, selection and design until the implementation of the activities.
Project-oriented problem based (POPBL)	Project that integrates the view of the surrounding world-as it is constructed by the students in their previous learning experience with new scientific experiences introduced by problem based learning.
Reflective diaries	Demonstrating reflection on an experience.
Role play	An exercise in which students pretend to be in a particular situation, especially to help them learn better or deal with problems.
Rounds	Giving turns to individual students to talk.
Rubric based assessment	A scoring guide that seeks to evaluate a student's performance based on the sum of a full range of criteria rather than a single numerical score.
Simulation	A means for letting learners experience things that otherwise might remain beyond their imagination, a means to practice skills safely.
Student centred learning	Viewed as a teaching a, in which students become key players in a session of learning and teaching. This method encourages students to actively engage in learning activities. In fact, more time is allocated for students to explore and solve problems with the help of instructors acting as facilitators. In other word, SCL emphasises students' responsibility for learning, monitoring and evaluating all forms of learning activities including that of interacting with teachers and other students, researching on issues and problem solving, and ways of assessing and enquiring learning.
Student presentation	Oral presentation in the learning environment.