# **Teaching and Learning Strategies**

# Simulation and interprofessional education;

#### What is a Simulation?

A classroom simulation is a method of teaching/learning or evaluating learning ofcurricular content that is based on an actual situation. The simulation, designed toreplicate a real-life situation as closely as desired, has students assume roles as they analyzedata, make decisions and solve the problems inherent in the situation. As the simulationproceeds, students respond to the changes within the situation by studying theconsequences of their decisions and subsequent actions and predicting future problems/solutions. During the simulation students perform tasks that enable them to learn or have their learning evaluated.

#### What should a simulation be?

. A well-designed simulation simplifies a real world system while heightening awareness of the complexity of that system.

### What should every simulation have?

The debriefing, which should be as well-planned as any lesson, provides closure for the activity and should focus on the learning outcomes for the simulation.

Every simulation takes time to plan...

- 1. Tying simulation to Learning Outcomes
- 2.Organization of simulation
- 3.Debrief

Catalina Foothills School District System Dynamics Project -2010

#### Resources

## **Lesson Planet**;

http://www.lessonplanet.com/search?keywords=simulations&page=4&type\_ids %5B%5D=357917

This website is primarily for K to 12 but the examples of given may be adopted and redesigned for the college level.

# **Interprofessional education:**

**Interprofessional** education refers to occasions when students from two or more professions in health and social care learn together during all or part of their professional training with the object of cultivating collaborative practice. http://en.wikipedia.org/wiki/Interprofessional\_education