

Madness to Methods Exercise

Directions

How can this exercise be used?

1. As a faculty development strategy to expand educators' repertoire of teaching methods and ability to select the appropriate teaching methods to achieve their educational objectives.
2. As a tool for instructors to re-consider teaching methods being used and/or select new teaching methods.
3. To encourage learner and teacher engagement through dialogue about teaching methods.

Who will benefit from participating in the exercise?

- Educators
- Administrators and faculty
- Instructional designers and curriculum developers
- Learners participating in faculty development program

Components needed to play the exercise:

1. Methods cards
2. Objectives cards
3. Objectives sheets to write own objectives
4. Score sheets to record scores
5. Exercise directions (this form)

What's on the Two Sets of Cards?

- **Methods:** Each of the methods cards includes the description, advantages, and disadvantages of a single teaching strategy.
- **Sample Objectives:** Each sample objective is linked to a specific IPE competency domain.

Setting Up & Starting the Exercise

- Break into groups of 4-6 players.
- Randomly select a dealer/score keeper from your group (retain role for entire game).
- Players can play the exercise using pre-printed Objective cards or can write their own on the form/s provided. If players choose the option to write their own objectives, each player will write one or two objectives associated with his/her instruction using an objective form/s. **Completed hand written objectives are given to the dealer.**
- Dealer will place the collected objectives sheets in random order face down in the center of the table. If using the pre-printed objectives cards, shuffle the deck and place face down in center of table.
- Dealer shuffles "Methods" cards and deals cards in round robin fashion. Each player receives methods cards equal to the number of players in the game, + one extra (5 players = 6 cards per player). Dealer holds remainder of Methods cards available for later use. (Note if you deal too many cards, players are not challenged to think creatively about how to apply the methods).
Players should read the method described on each card while holding the cards in their hands. Note there are a few wild cards in the "deck". The player holding a "wild card" can create a new method or use a method previously discussed – to add creativity to the game.
- Recommendation: Engage an experienced educator to provide guidance, support and challenge as needed to keep "game" on task and to debrief.

Playing the Exercise

1. The dealer turns over the first objective card (or player generated objective sheet) leaving it face up in the table.
2. Each player chooses one methods card from their hand that will achieve the teaching objective.
3. Beginning clockwise from the dealer, all players place their chosen methods card face up near the objective card in the center of the table.
4. Each player has one minute to persuade the other players that their teaching method will most effectively, efficiently and appropriately achieve the objective.
5. Once all players have presented their "method", all players vote for the best method for achieving the teaching objective, but cannot vote for themselves.
6. Players receive a point for each vote they receive.
7. The dealer tallies the votes by player and records on a score sheet.
8. Play continues for 5 to 7 rounds (i.e., play until each player has at least one of his/her objectives as the target during a round, if using player generated objectives).
9. When a player is holding one remaining Methods card, a player may receive two additional Methods card from the dealer OR the player may choose to risk playing with the one remaining Methods card (originally dealt) thereby being eligible for two points for each vote given to that remaining Methods card if chosen.
10. The winner is the player with the most votes.