Instructional Design	Definition/What students do	
Interactive Lecture	A lecture that includes 2-15 minute breaks for student activities every 12-20 minutes.	
Flipped Instruction	Events that have traditionally taken place inside the classroom now take place outside the classroom and vice versa.	
Prior Knowledge Assessment	Entails assessing students' knowledge at the beginning of a unit of work in order to teach students at an appropriate level	
Teacher Centered	The teacher functions in the familiar role of classroom lecturer, presenting information to the students, who are expected to passively receive the knowledge being presented	
Student Centered	include students in planning, implementation, and assessments. Involving the learners in these decisions will place more work on them	
Lecture	Instructor presenting material and answering student questions that arise. Students receive, take in and respond	
Scaffolding	involves providing support to students while they cannot complete a task alone, when the student can complete the task alone, the teacher withdraws their support	
Directed Discussion	Class discussion that follows a pre-determined set of questions to lead students to certain realizations or conclusions, or to help them meet a specific learning outcome	
Direct Instruction	Lecturing, but includes time for guided and independent practice	
Guided Instruction	Direct and structure instruction that includes extensive instructor modeling and student practice time	
Case-based Learning	Students apply course knowledge to devise one or more solutions or resolutions to problems or dilemmas presented in a realistic story or situation. uses a guided inquiry method and provides more structure during small-group sessions	
Inquiry-based	Students learning or applying material in order to meet a challenge, answer a question, conduct an experiment, or interpret data	
Problem-based Learning	Student groups conducting outside research on student-identified learning issues (unknowns) to devise one or more solutions or resolutions to problems or dilemmas presented in a realistic story or situation	
Project-based Learning	Students applying course knowledge to produce something; often paired with cooperative learning	
Role Plays and Simulations	Students acting out roles or improvising scripts, in a realistic and problematic social or interpersonal situation. Students playing out, either in person, or virtually, a hypothetical social situation that abstracts key elements from reality	
Fieldwork and Clinicals	Students learning how to conduct research and make sound professional judgements in real-world situations	
Peer Assisted Learning	Has the teacher step aside and allows students to take charge of the learning environment	
Cooperative Learning	A teaching strategy that involves having students work together rather than in competition. Usually, this takes place in small groups where the success of the group is dependant on the students working together to achieve a common goal	
Modelled teaching	involves the teacher 'showing' students how to do a task. The teacher shows the task while also breaking it down into small steps.	