FORMAT EXAMPLES OF LEARNING ACTIVITIES[1]

Debate (also known as "Point/Counter Point")
These sessions feature opposing points of view, with protagonists and antagonists taking opposite sides of a specific topic. A moderator facilitates a lively debate. View an example and review IHRFG's Debate Format guidelines.

Mock Trial
A topic or question is re-crafted as a "charge" and the guilt or innocence (or pros and cons) of the charge are examined through a prosecutor, defense attorney, witnesses, judge, and jury. Review IHRFG's Mock Trial guidelines.

Interview
Instead of formal presentations, the moderator poses specific questions to each speaker to elicit the intended information. The discussion can be scripted or free-flowing.

Ignite
Participants have five minutes to speak about their ideas using 20 slides. Each slide is displayed for 15 seconds and automatically advanced. The presentations are meant to "ignite" the audience on a subject; that is, generate awareness and stimulate thought and action. See some examples here.

Role-Playing
These sessions are organized around short skits that illustrate a point. Role play can help participants understand different viewpoints and practice strategies in conversation and conflict management.

Strategy Session / Problem-Solving / Real-Time Consulting
The moderator or presenter poses a group of questions and then breaks the audience into small groups to answer a specific question or solve a particular problem. Groups then report back.

Share-and-Shift Method
This format allows for simultaneous exchanges on more than one topic in several rounds. Each table or room pertains to one topic and includes one or two facilitators/presenters. Participants meet simultaneously in one round for a set period of time, then rotate to the next table or room.

Panel Discussion
No more than three speakers, led by a moderator, address a group. This format generally consists of 25 minutes for speaker comments and moderator questions, and 25 minutes for questions from the audience. For most conference participants, this is the least engaging method of learning.

Socratic Method, including polling/voting
The moderator poses a series of questions to the audience to elicit information and opinions, and/or to collect votes.

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[1] Attribution: The Council on Foundations