The 5 Families – Teaching Strategies

Teaching Strategies are used to create learning environments and to assist students in reaching predetermined learning outcomes. Teaching strategies should be selected based on their alignment with the student learning outcomes for the class session.

Experiential Learning
is a learner-centered strategy which uses real-world and/or hands on experiences as the primary source of instruction for students. Students are encouraged to personally reflect on the experience, analyze the most important aspects of the experience, and generalize key principles of the experience to new context.

Direct Instruction
is a teacher-centered strategy used to explicitly convey information and develop skills in students involving sequential steps. Direct teaching strategies can be readily combined with other teaching strategies.

Indirect Instruction
is a learner-centered strategy which considers learners’ interests and curiosity about a topic. Students are highly involved in observation, investigation, inference, and hypothesis formation. As such, the role of the teacher shifts from lecturer to facilitator and/or resource person.

Interactive Instruction
utilizes discussion to facilitate learning. Students are encouraged not only to learn from their teacher but from their peers as well. Interactive methods require students to use observation, listening, interpersonal, and intervention skills and abilities as they engage with the content topic.

Independent Study
includes a variety of teaching methods which place emphasis on the development of “personal attitudes and values” needed for learning such as, initiative, self-reliance, and a desire for self-improvement. Independent study methods can include group based activities and can be initiated by the student or the teacher.

- Field trips
- Simulations
- Games
- Field Observations
- Model Building
- Survey Experiments
- Narratives

- Lecture
- Drill & Practice
- Didactic Questions
- Demonstrations
- Structured Overview
- Advanced Organizers
- Compare and Contrast

- Problem Solving
- Case Studies
- Inquiry
- Concept Mapping
- Reflective Discussion

- Debates
- Brainstorming
- Discussion
- Think-Pair-Share
- Cooperative Learning
- Jigsaw
- Problem Solving
- Role-playing

- Computer Assisted Instruction
- Journals
- Reports
- Research Projects