

PARTICIPATORY METHODS USED IN THE WORLD STARTS WITH ME

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In participatory learning, the learner explores a situation, identifies a problem, describes, analyses, interprets and appreciates the problem and makes a decision to solve it. The teacher facilitates this process, and helps the learner discover the answers.

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Case Studies

What is it? Learners are provided with other people's experiences about a specific topic, like a girl that has experienced a teenage pregnancy. The case study may be presented in a verbal or written or audio or audio-visual form.

How does it work? The learners reflect on the case study provided, learning new information and drawing learning lessons.

Why use it? Case studies bring reality to the classroom enabling learners to analyze and develop skills to solve real-life challenges without suffering going through the challenges themselves.

Pay attention to:

- the model used in the case study must be similar to the group of learners, so they can identify with him/her.
- The case study can be serious, but should be focussed on thinking of solutions. So it shouldn't be focussed on fear arousal. That won't work in teaching healthy sexual behaviour.

Demonstration and Hands-On Learning

What is it? A demonstration is showing someone else how to do something. For instance how to make a home-made sanitary pad, or properly use a condom. Hands-on learning is a participatory learner-centred method where learners learn by doing.

Why use it? To learn skills

Discussion Triggers

What is it? A discussion trigger is any visual or audio-visual material (like a poem, song, video, photograph, drawing, newspaper extract or print cut-out) used to start a discussion about a specific topic.

Why use it? Discussion triggers are used to make students open up which enables them speak freely and openly and share their personal experiences, values and opinions about the issue under discussion.

Exhibition

What is it? In the context of the WSWM Curriculum, the exhibition is a participatory interactive learner-centred method where all students are encouraged to develop visual aids and artifacts and artifacts like poems, role plays, skits, storyboards etc.

Why use it? An exhibition is useful to students to show their peers and family what they have learned and achieved. It enables them to be proud of their work, and by being a peer educator to focus on the core messages of the curriculum and how to convey these in a attractive and clear manner.

Games

What is it? Games are a means of passing on knowledge, skills as well as attitudes in a manner that entertains and keeps learners motivated.

Why use it? Games are used for a variety of different reasons; helping students to get to know each other, increasing energy levels or enthusiasm, encouraging team building, making students think about a certain issue or visualize an abstract concept. There are many types of games but three types of games are used in the WSWM Curriculum; energizers, ice-breakers and learning games.

Personal Testimony

What is it? A Personal Testimony is a method in which a learner shares a personal experience with the audience or rest of the class. Personal testimonies can be about achievements or successes achieved in life, like being a peer educator for WSWM. It can also be about a challenging experience, like being bullied, or taking care of your siblings, because your parents have died of HIV.

Why use it? To make a story very personal and bring it close to the experience of the learner.

Poems

What is it? A poem is a piece of writing which expresses thoughts or feelings in an arrangement of words. A poem is usually written out of emotion, ideas or experience.

Why use it? As a creative means to show your emotion or thoughts

Quizzes

What is it? A quiz is a set of true/false or multiple response questions used to examine students' knowledge of something. Quizzes are usually scored in points. Students doing a quiz aim at getting the highest score.

Why use it? Quizzes can be used before covering the topic to assess learners' prior knowledge or after covering a specific topic to test what the students have learned from the topic. Quizzes must be thematic (related to the subject matter).

Role Plays

What is it? Role-play is a participatory learning method in which players act out a particular situation (similar to that they may encounter in their lives) playing the role of another person feeling, talking and acting exactly as they feel that particular person would. Unlike drama or a skit, a role-play has no script, it is unrehearsed and the players act spontaneously.

Why use it? To play out and rehearse skills, for instance negotiating condom use or communicating assertively.

Slogan

What is it? A slogan is a short, attention-grabbing phrase. For instance: 'Make love, not war', or 'we are all equal'.

Why use it? To advocate for a particular idea or value you think is very important for other people to hear.

Small-Group Discussions

What is it? Small group discussion is a participatory learning method which encourages learners to share opinions, ideas, knowledge and experiences, ask questions and critique issues in a structured way.

Why use it? The main reason for using small group discussion as a method of teaching and learning is to give an opportunity to students to learn from each other through sharing of knowledge and experiences. Therefore small group discussions should be conducted on topics/issues learners have some experience or knowledge about.

Storyboard

What is it? A storyboard is a participatory learner-centred teaching and learning method where learners tell a story in key points. Each key point has a drawing or photo, speech bubble for the characters to show what they are saying and/or a thought bubble to show what they are thinking. Storyboards combine visual and verbal features to communicate information, feelings and thoughts.

Why use it? Storyboards are used to help young people reflect on everyday situations in which they need to apply negotiation, assertiveness and refusal skill