Wheel of Purposeful Learning

CHAMBERLAIN
College of Nursing

CENTER *for* FACULTY
EXCELLENCE

Outer ring (clockwise from top):
Learner-Centered Learning · Collaborative Learning · Experimental Learning · Simulation · Learning through Random Student Engagement · Learning Through Humor · Reflective Learning · Active Learning · Educational Games, Videos, & Journal Articles · Problem-Based Learning

Inner segments (clockwise from top):
- Students discuss concepts
- Students partner for small and large group activities
- Students debate or solve problems
- Students immerse in simulated experiences
- Students are randomly selected for discussions
- Humor is used to engage students
- Students reflect individually or collectively
- Students engage in purposeful learning activities
- Students engage educational games, videos, or journal articles
- Students use educational technology

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Adapted from *Engaging Teaching Tools* (p.3), by D. Sladkey, 2014, Corwin Press.