

This grid outlines the key elements of each of the seven learning formats that will be offered at the 27th Annual National Forum. Please use this as a tool when planning your presentation(s).

Format	Description	Key Elements
Buzz Session	Buzz sessions are highly interactive sessions that involve small-group discussions. These sessions are designed to stimulate thinking and draw on the collective experience of the audience.	<ul style="list-style-type: none"> * Introductory presentation introduces an issue or task to the audience * Audience divides into small groups to discuss * Groups report out key ideas or findings from their discussion
Rapid Fire	Rapid Fire sessions consist of multiple fast-paced presentations on the same topic. These sessions are designed to keep the information flowing and the audience fully engaged.	<ul style="list-style-type: none"> * Consists of one moderator and four presenters * Each presentation is exactly ten minutes with no more than ten slides * Each presentation is followed by five minutes of Q&A facilitated by the moderator.
Flipped Classroom	Flipped Classrooms require the attendees to act as teachers. Pre-work material (reading and/or video) is sent to attendees in advance. During the session, presenters facilitate discussion among attendees and conduct exercises based on learnings.	<ul style="list-style-type: none"> * Pre-work is sent to participants prior to the start of the session * Pre-work is discussed during session. Learning is evaluated through group discussion and exercises * Presenters encourage feedback and coaching
Case Study	Case studies present participants with realistic, complex, and contextually rich situations and offer an intensive analysis of an individual process or scenario.	<ul style="list-style-type: none"> * Real-life scenario is presented * Audience is asked to consider scenario either individually or in small groups * Debrief is conducted and key learnings discussed
Controversy Panel	Controversy Panels stimulate friendly debate and arrange for two or more views to be presented on a controversial issue, process, or behavior	<ul style="list-style-type: none"> * Passionate panelists are chosen pre-conference and given the topic for discussion * Onsite, panelists are asked questions by a moderator and the audience * Audience feedback is encouraged
Simulation	Simulations are sessions that rely on imitating or estimating how an event, process, skill, or behavior might occur in a real-life situation.	<ul style="list-style-type: none"> * Pre-conference, presenters prepare their simulation scenario * Onsite, presenters and attendees perform the simulation live * Debrief is conducted and key learnings discussed
Lecture	Lecture sessions are highly didactic with little to no audience interaction.	<ul style="list-style-type: none"> * Use a break technique to engage and involve listeners (i.e. self-test, talk to your neighbor) * Ensure that 10-15 minutes are allocated for Q&A at the end of the session