

SOI3301 Social Studies Teaching Methodologies

Unit 4: Teaching Strategies





The Science of Teaching:

Utilizing proven knowledge, principles, theories, and psychology.



The Art of Teaching:

The creative ability to apply techniques that make learning fun, lively, and engaging.



Environmental Design: Teaching is designing and creating environments for students to learn and experience. — *John Dewey*



Teaching Strategy vs. Method



Teaching Strategy (The Master Blueprint)

- The step-by-step planning and flexible design of the learning environment to achieve goals.



Teaching Method (The Specific Tools)

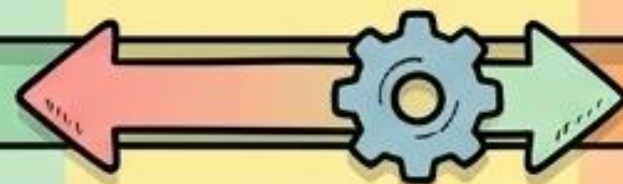
- The actual practical steps and activities the teacher uses in a specific session.

**Strategy is the Big Picture (Blueprint) →
Method is the Task-Specific Instrument (Tools)**



Teacher-Centered

Student-Centered



Direct

Teacher transfers complex content.

(Role: Lecturer)



Indirect

Process-focused for student discovery.

(Role: Facilitator)



Interactive

Two-way communication & exchange.

(Role: Stimulator)



Experiential

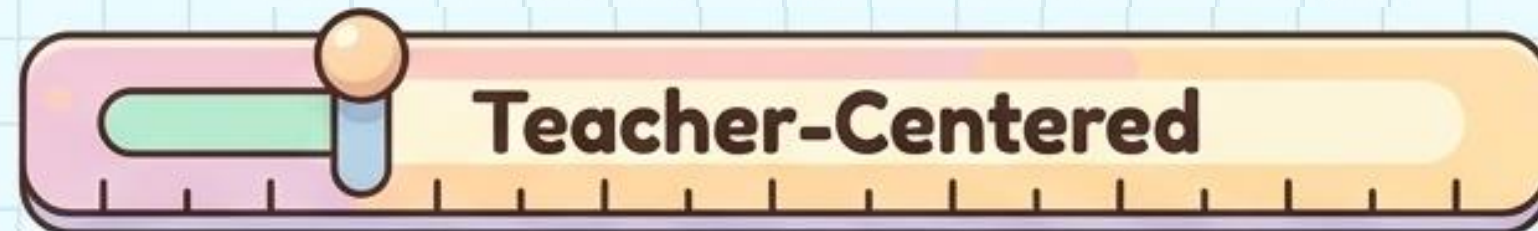
Simulating reality for application.
(Role: Stage Director)



Independent

Self-reliance and lifelong learning.
(Role: Tool Builder)





1. Direct Instruction

Lecture Method - One-way knowledge transfer, best for rules, theories, or foundational principles.

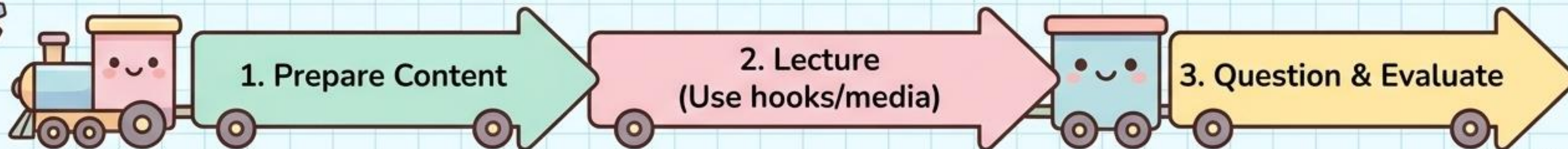


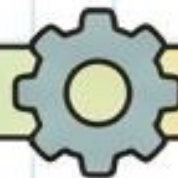
Pros

- Time-efficient, covers massive content, great for large groups.

Cautions

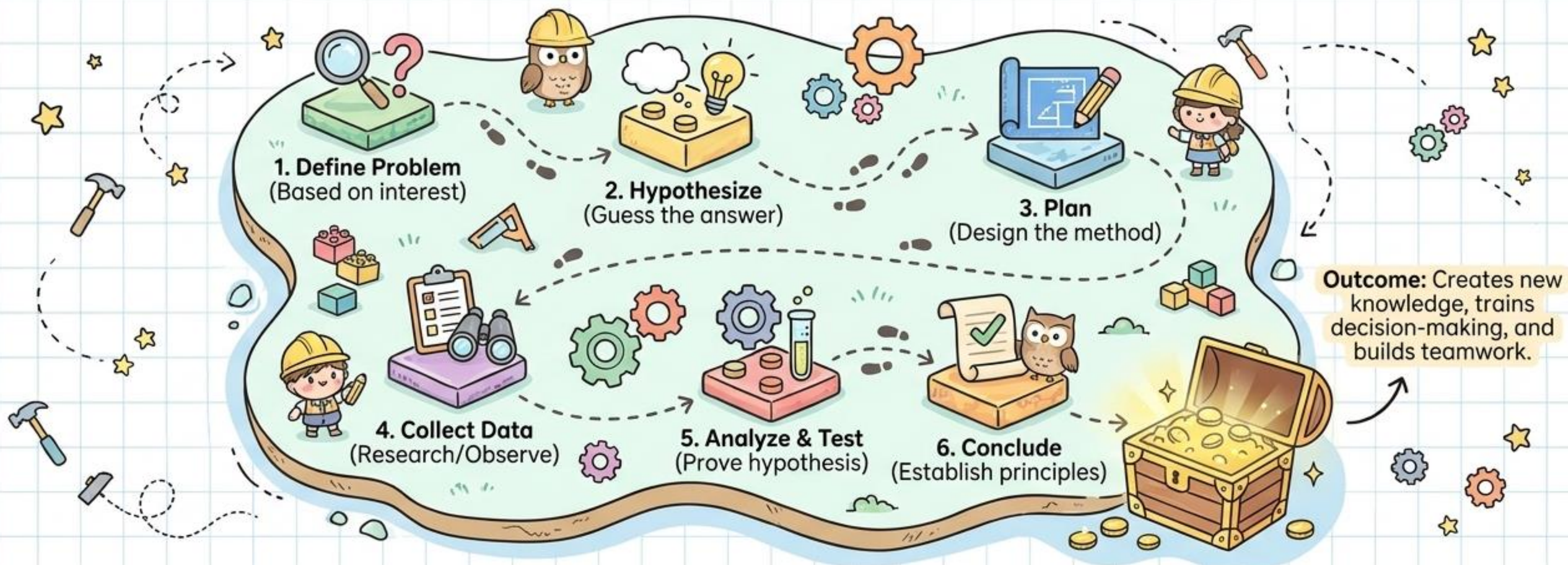
- Low student participation, ignores individual differences, highly reliant on the teacher's speaking art.



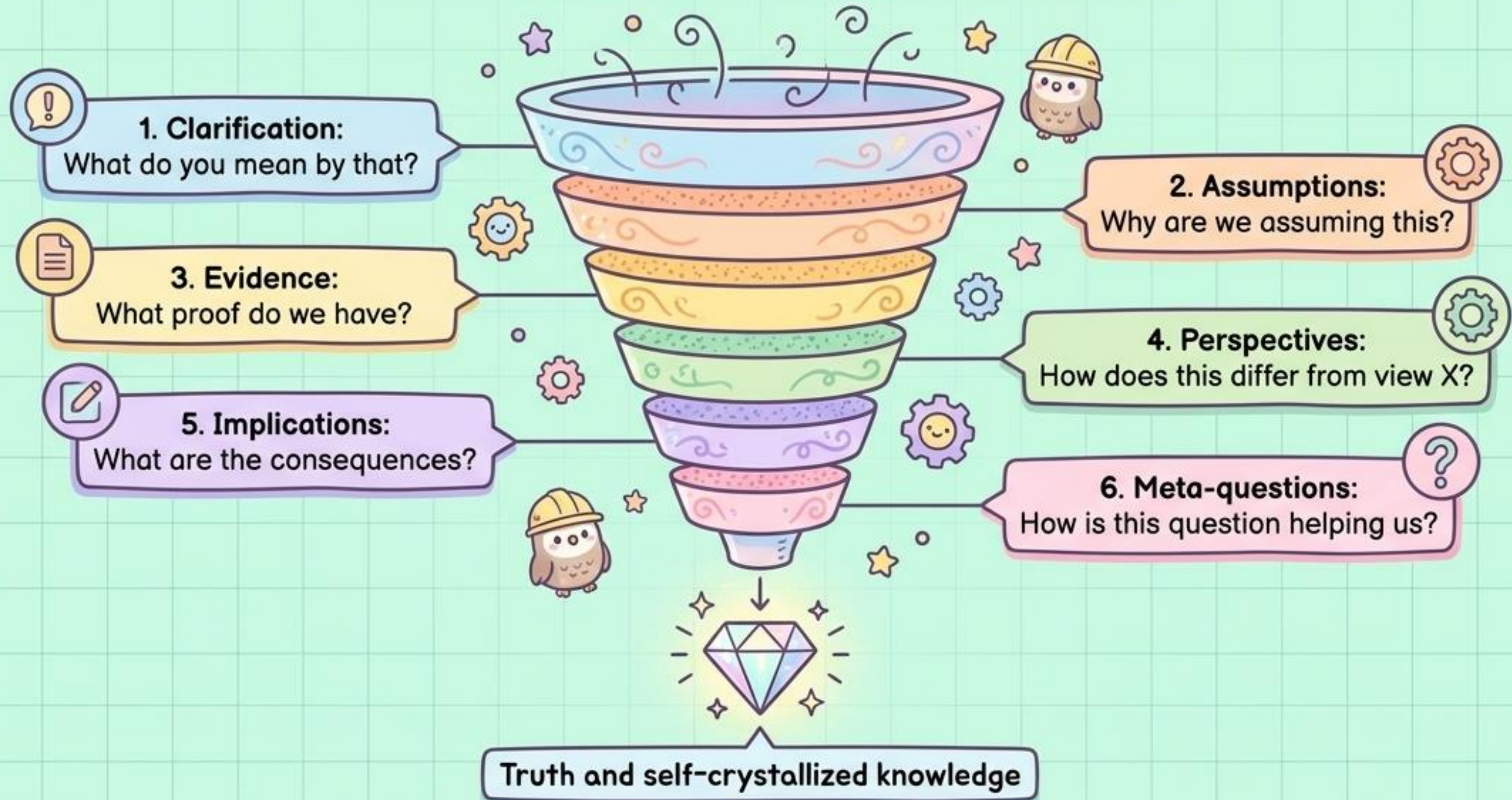


2. Indirect Instruction (Problem Solving)

Let students discover knowledge for themselves through the scientific process, without a fixed format.



Tool Spotlight: Socratic Questioning



3. Interactive Strategy: Small Group Architectures

Immediate Exchange



Buzz Group
6 people, 6 minutes



Knee Group
knees touching

Expert Analysis



Panel Discussion



Fish Bowl

Brainstorming & Conclusion



Brainstorming
Free flow, no judgment



Circular Response
1-2 mins each



Debate
Pro vs. Con

Interactive Deep Dive: Dramatization vs. Role Play



Dramatization



Goal: Deep understanding and memory of set historical/literary events.



Characteristics: Scripted, fixed roles, focus on realism and accurate messaging.



Types: Formal, Pantomime, Puppetry, Parody.



Role Play



Goal: Empathy and immediate, on-the-fly problem-solving (putting yourself in their shoes).



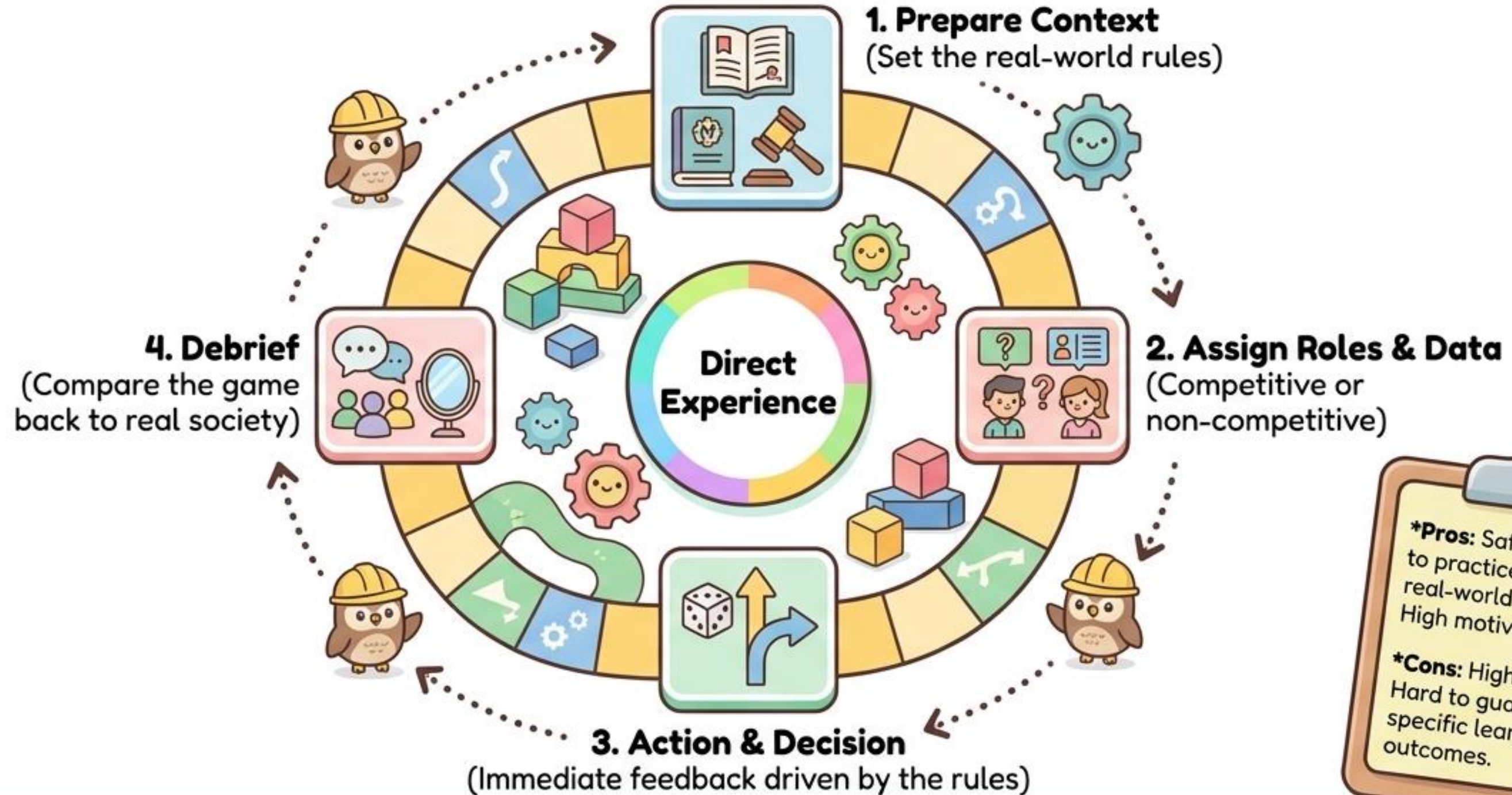
Characteristics: Unscripted! Actors resolve problems and express feelings freely.



Crucial Step: Post-play discussion to analyze the "why" behind the behaviors.

4. Experiential Strategy: The Simulation Cycle

Student-Led



***Pros:** Safe environment to practice complex, real-world problems. High motivation.

***Cons:** High cost/time. Hard to guarantee specific learning outcomes.

Authentic Learning: The Field Trip

Pre-Trip:

Plan together, set specific goals, survey the site, and assign roles.

On-Site:

Brief the rules, then release students to find direct experiences through missions. Teacher observes.

Post-Trip:

Immediate debrief covering 3 dimensions:
1) Knowledge,
2) Attitude,
3) Process.

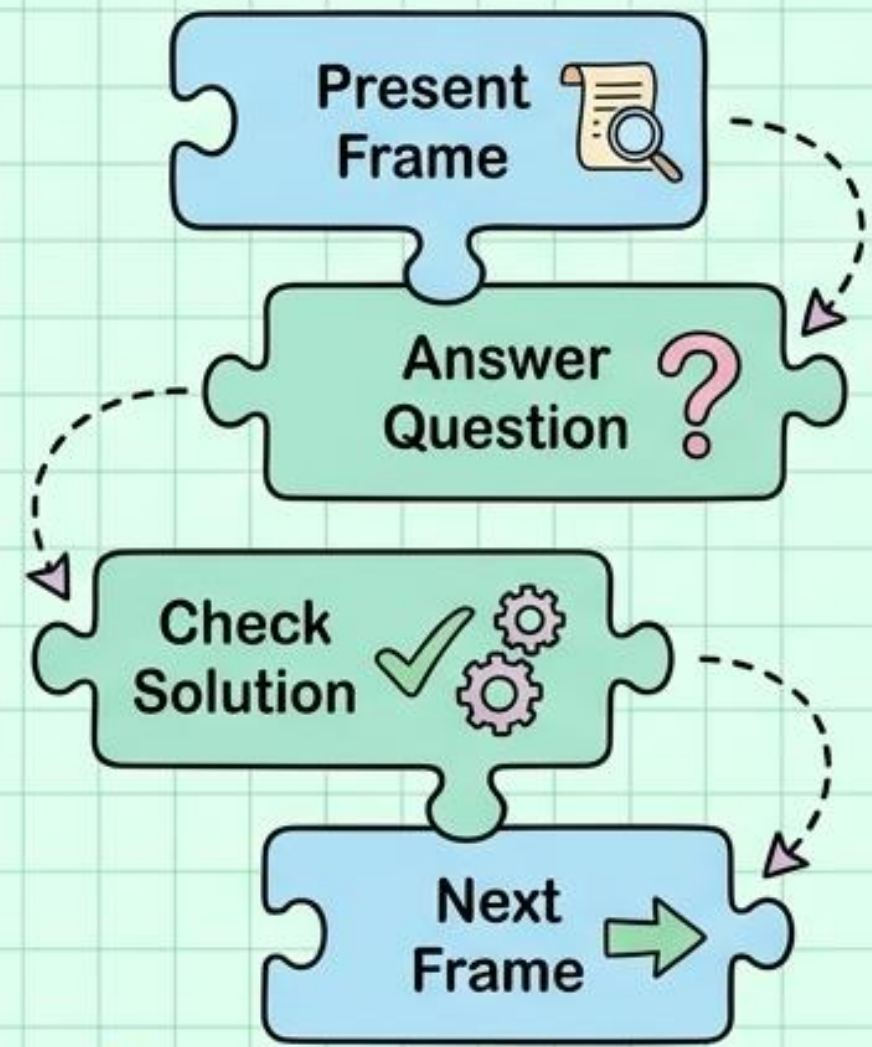
A field trip is not just a vacation; it is the bridge between the classroom and the community!



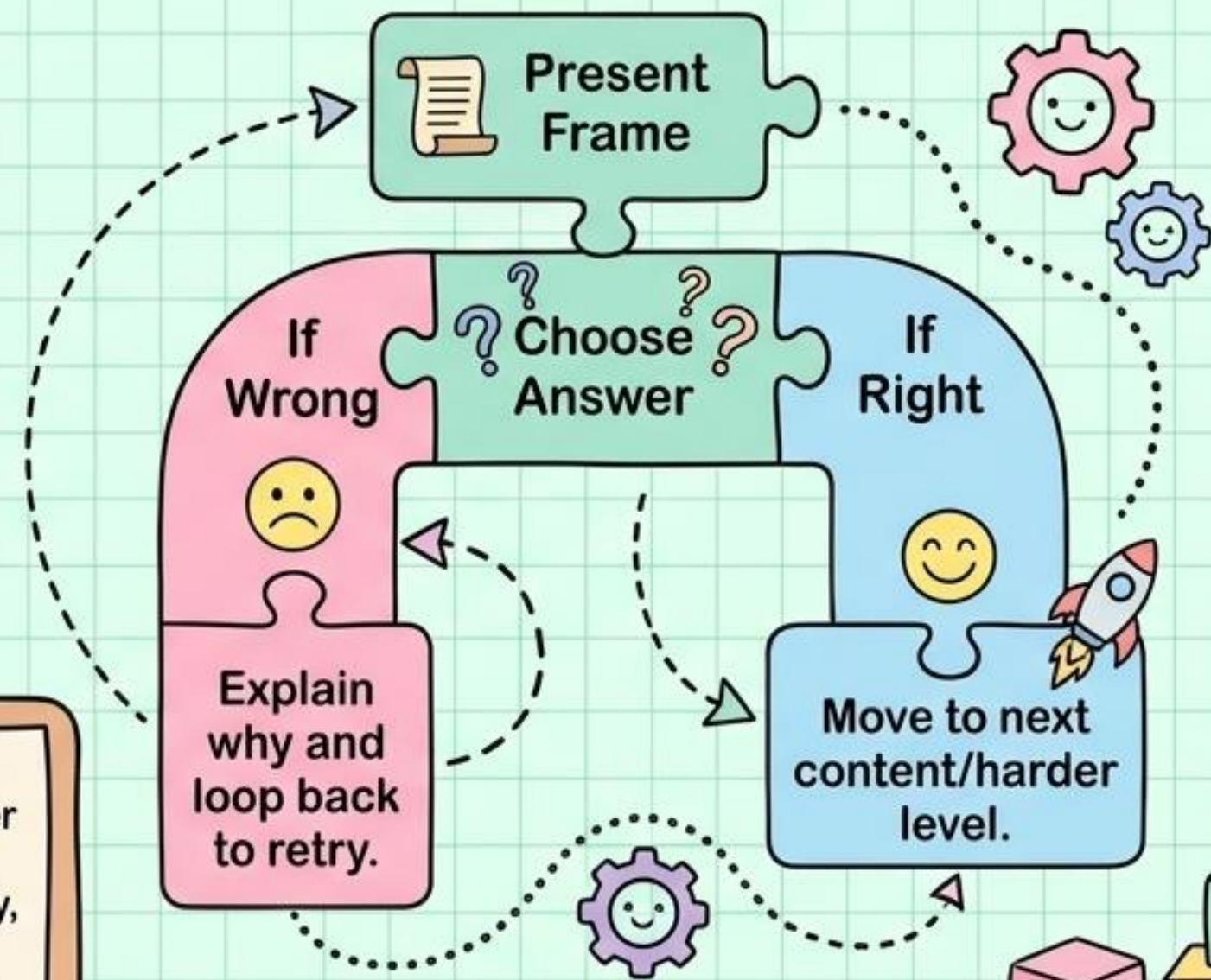
5. Independent Strategy: Programmed Instruction

Promotes self-reliance, self-paced learning, and immediate feedback.

Linear Path



Branching Path



Note: Reduces teacher burden and builds student honesty, but beware of repetition boredom!

Decision Matrix: Choosing Tools by Constraints



Time



Cost



Class Size



Depth

Lecture

Low Time



Low Cost



Large Size



Low Depth
(Memory)



Socratic

Med Time



Low Cost



Med Size



High Depth
(Analysis)



Role Play

High Time



Low Cost



Small Size



High Depth
(Empathy)



Simulation

High Time



High Cost



Med Size



High Depth
(Application)



Field Trip

Highest
Time



High Cost



Med-Large



Highest Depth
(Real World)



Programmed

High Design
Time



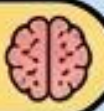
Med Cost



Individual



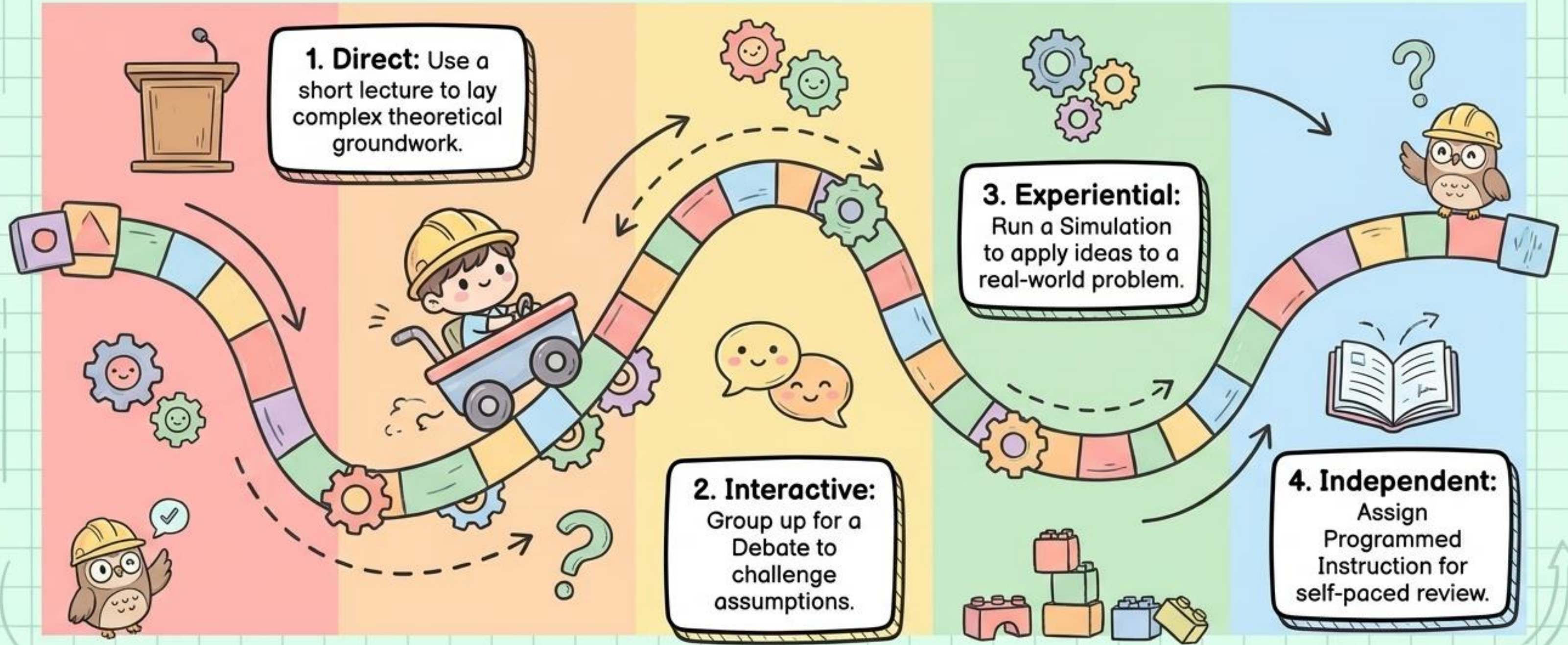
Med Depth



Your toolkit for building great learning experiences!

The Mixed-Method Classroom

There is no single “best” method in all situations. True expertise is blending them!



Planning Tool: The P.M.I. Framework



Plus: What are the benefits, values, and positive outcomes?



Minus: What are the drawbacks, potential damages, or negative outcomes?



Interesting: What intriguing data or alternative thoughts arise when analyzing both sides?

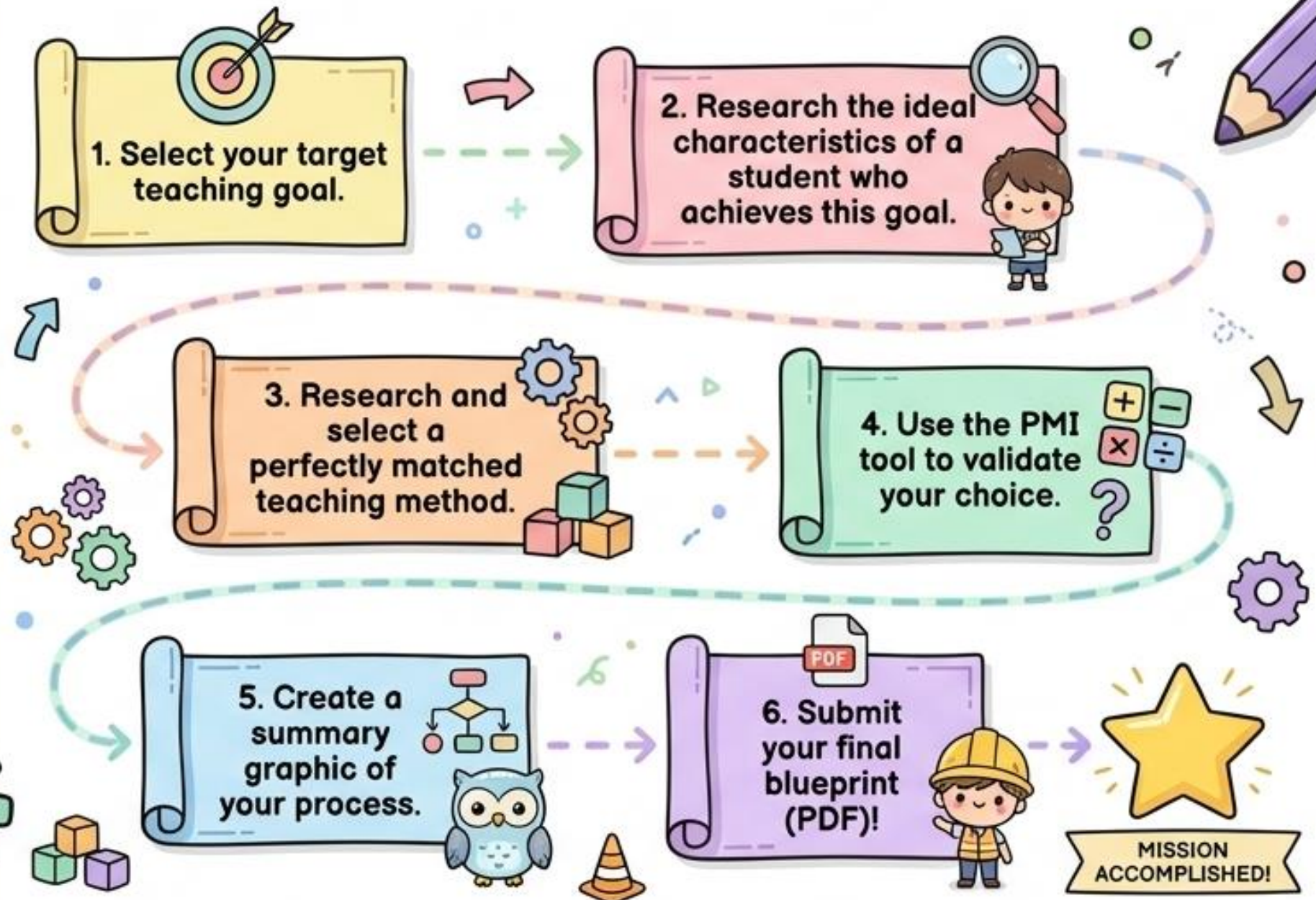
Example: Should I use the Lecture Method to teach the History of Buddha?
Good because... / Bad because... / Interesting data...
-> Final Decision: Use / Do Not Use.



Mission Briefing: Matchmaking Strategies

Target Skills Checklist:

- ☒ Spatial thinking
- ☐ Digital citizenship
- ☐ Financial literacy
- ☐ Critical thinking
- ☐ Civic engagement
- ☐ Historical thinking



Final Reflection Checklist

Should I use the **Jurisprudential Method** (Debate/Inquiry) to promote student curiosity? Is it appropriate or not, and why?

- ☐ Appropriate because (1) _____ (2) _____
- ☐ Inappropriate because (1) _____ (2) _____
- ☐ Interesting data from Expert A (2025) & Expert B (2025) suggests: _____
- ☐ Final Decision: Use because... / Do not use because...

Don't forget to reflect on your own teaching style!
You are the architect of your classroom.