THEORY BURST #3: DESIGNING EFFECTIVE LEARNING EXPERIENCES

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WHO Definition of Interprofessional Education

“Students from two or more professions learn with, from, and about each other to enable effective collaboration and improve health outcomes.”
Task

Using the materials supplied, build the tallest freestanding structure with a marshmallow on top.

Rules

Build the tallest freestanding structure
- Base → peak
- No tethers (sideways or upwards)

An entire marshmallow needs to be on top

Use the materials in the bag – but not the bag
- You don’t have to use everything
- Feel free to break and cut things

You have 18 minutes

Think about the team’s process as you go along

Questions?
Debrief

Winners!
   What worked?
   What didn’t?

How might you use this to teach...
   ...planning?
   ...conflict navigation?
   ...shared leadership?
   ...speaking up?

TED
Creating Experiences to Learn from Each Other

The low-hanging fruit (sort of):

• Clinical care

• Service learning

• Simulation with debriefing

Creating Experiences to Learn from Each Other

Bigger challenges:
What can you do in a big auditorium?

What can you do in small rooms scattered across a campus?

What can you do virtually?
An Example: NYU3T's Virtual Patients

https://www.mededportal.org/icollaborative/resource/336
NYU3T Virtual Patients

Opportunity to:

- Evaluate the profession uniprofessionally
- Review the documentation of other professions
- Design a collaborative plan of care
- Write a collaborative note
- Reflect
Learning from Each Other