



Instructional Techniques Facts

Here are potential instructional techniques to consider when designing learning solutions that involve facts. First, however, determine if it is a fact that must be memorized (for example, specific machine settings) or is it more effective to enable and then simply show where to look it up. In addition, unless the facts are recalled/used frequently, it is critical to space retrieval practice over time to refresh and reinforce.



Fact-based Escape Room	An escape room experience where learners must solve puzzles or challenges based on factual information to progress and escape.
Factual Scavenger Hunt	A scavenger hunt where learners search for facts within their environment or provided materials, promoting active exploration and discovery.
Flashcards	Design flashcards with illustrations or mnemonic devices. Associating facts with memorable images or phrases can support memory retention.
Quizzes	Engage learners in quizzes or assessments to reinforce factual knowledge.
Gamification	Develop educational games centered around factual content, incorporating elements of gamification such as points, levels, and rewards to increase engagement and motivation. Players can match factual statements with corresponding topics or categories, fostering competition and reinforcement of knowledge.
Interactive Infographics	Develop interactive infographics that visually represent factual information in an engaging and dynamic format, allowing learners to explore and interact with the content.
Factual Podcasts	Produce a podcast that demonstrates (role models) how to apply factual information in useful contexts (scenarios).
Fact-based Storytelling	Craft engaging narratives or stories that integrate factual information, making learning more memorable and relatable for learners.
Fact-Based Role-Playing	Assign learners roles associated with factual information to apply in real-world contexts (scenarios).
Fact-Based Projects	Encourage learners to express factual information through creative projects such as posters, collages, or quick references, promoting artistic expression while reinforcing learning.