

教案設計競賽

翻轉遊戲

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Goal

- To Increase the quality of learning with an active and student-centered approach.
- To make time for meaningful discussions, interaction and application of course content.

Background

- ⦿ “If information delivery is your goal, the lecture is a bad way to do it.”
- ⦿ Attention span wanes within the first 15 minutes.
- ⦿ Students in classes with traditional lectures are 1.5 times more likely to fail than students in classes that use active learning methods.

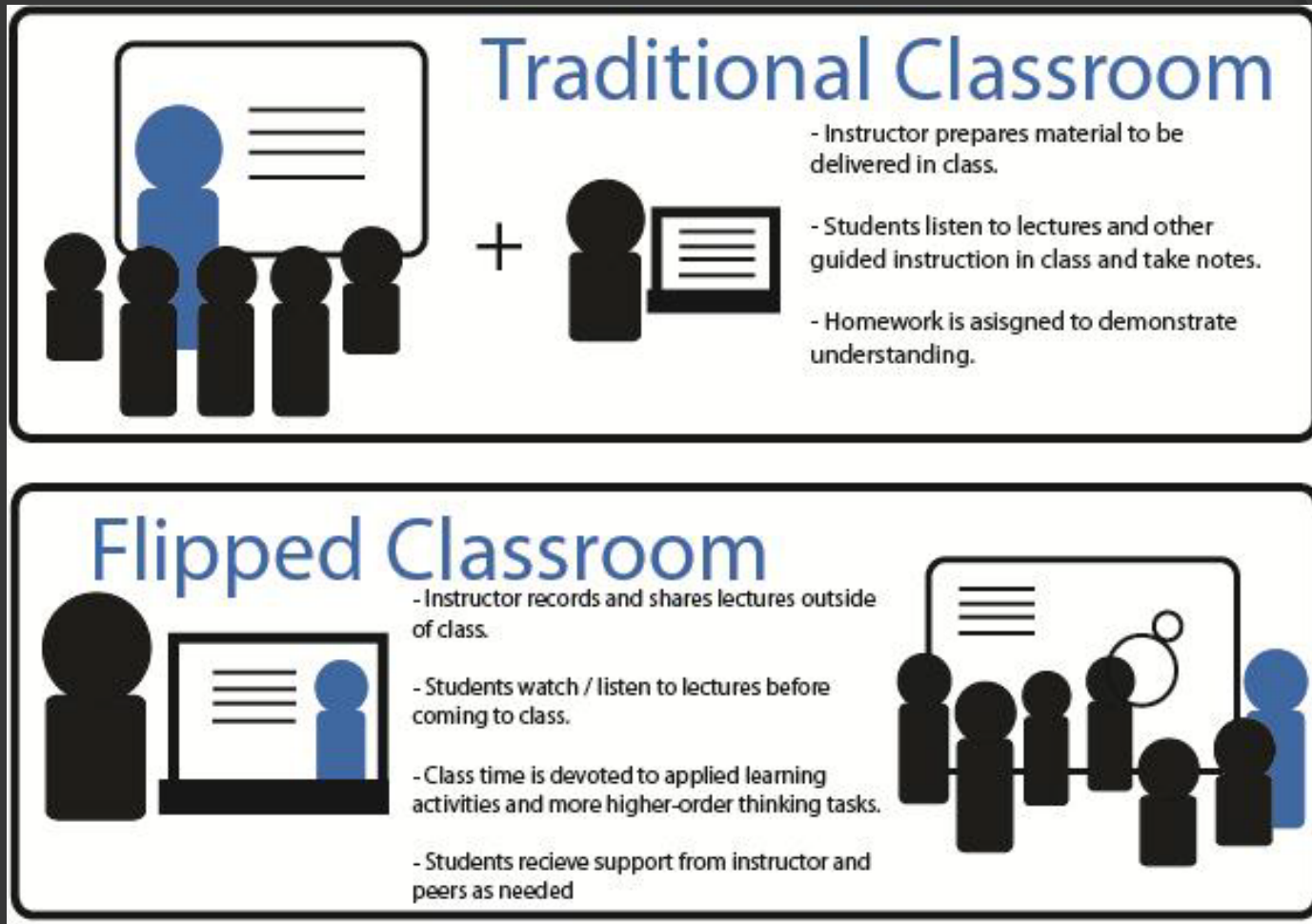


Fig.1. Traditional classroom vs. flipped classroom.
 Adapted from "Basics and Key Principles of Flipped Learning:
 Classes Upside Down," by Eda Ercan Demirel, 2016.

Gamification



- The process of adding game elements or mechanics to an experience to increase engagement or enjoyment.
- Potential to foster motivation, behavioral changes, friendly competition and collaboration.

Gamification: Two Processes

- Gamification can target a behavior or attitude that we already know affects learning.
- Gamification can target a behavior or attitude that makes existing instruction more effective.

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- ◎ Step 1: Planning
 - Topic
 - Target
 - Content



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- Step 2: Selection
 - The appropriate activities.



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VIDEOS



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COINS

RECEIVE
THE
CERTIFI-
CATION



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- Step 3: Tutorials delivered
 - Videos



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- ◎ Step 4:
 - Online pre-test

肺復原大富翁前測 Total points: 100

...

1.肺復原益處下列何者正確?
(1)增加非預期性醫療照護需求(2)改善情緒(3)改善運動能力(4)改善健康相關生活品質(5) 降低喘促的症狀

(1)+(2)+(3)+(5)

(2)+(3)+(4)+(5)

(1)+(3)+(4)+(5)

(1)+(2)+(3)+(4)

2.下列何者為肺復原計畫組成內容?

運動訓練

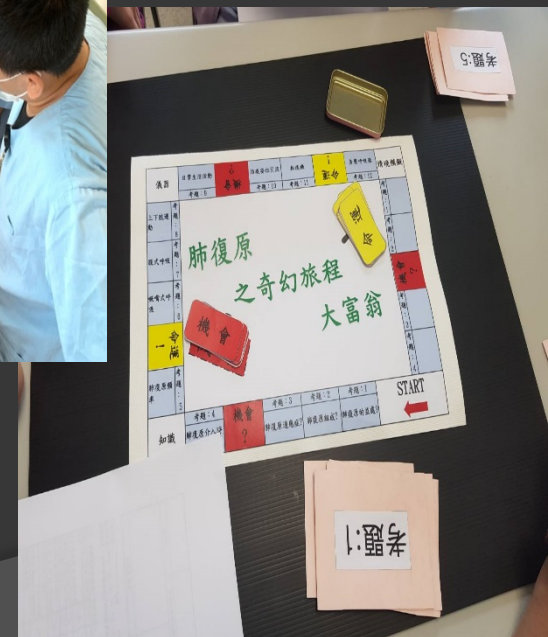
衛教與促進病人自我管理

居家運動

以上皆是

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◎ Step 5: PBL activity



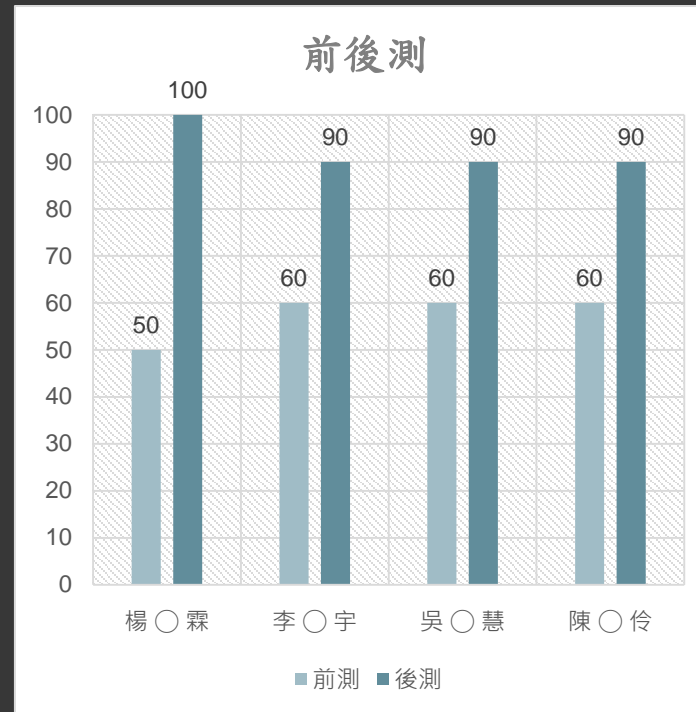
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- Step 6: Questions and discussion



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Step 7: Post-test and reflection



法人新光吳火獅醫院
呼吸技術實作觀察評估(DOPS)表
RCC NRICU PICU 呼吸治療室
教師姓名：李本義
治療師 護理長 專科護理師
師 呼吸治療師 實習生 PGY

預期標準	達到預期標準	接近預期標準	未達預期標準	N/A
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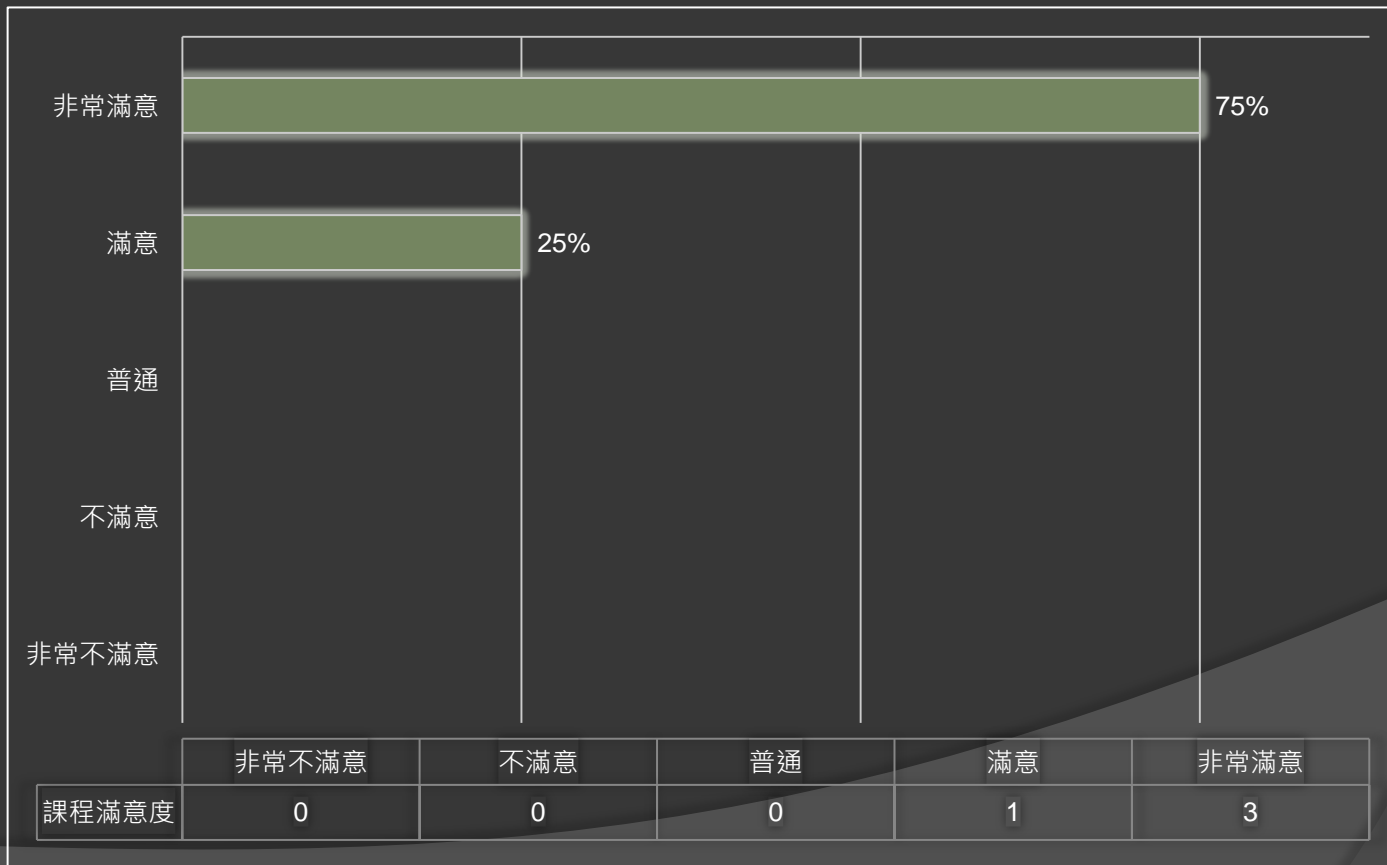
如何清潔機器與背心 6
N/A：未觀察到此項目，無法評估。

整體而言，您對此受訓學員的評估為何？
評量結果 劣 1 2 3 4 5 6 7 8 9 10 優
觀察時間：10 分鐘 回饋時間：7 分鐘

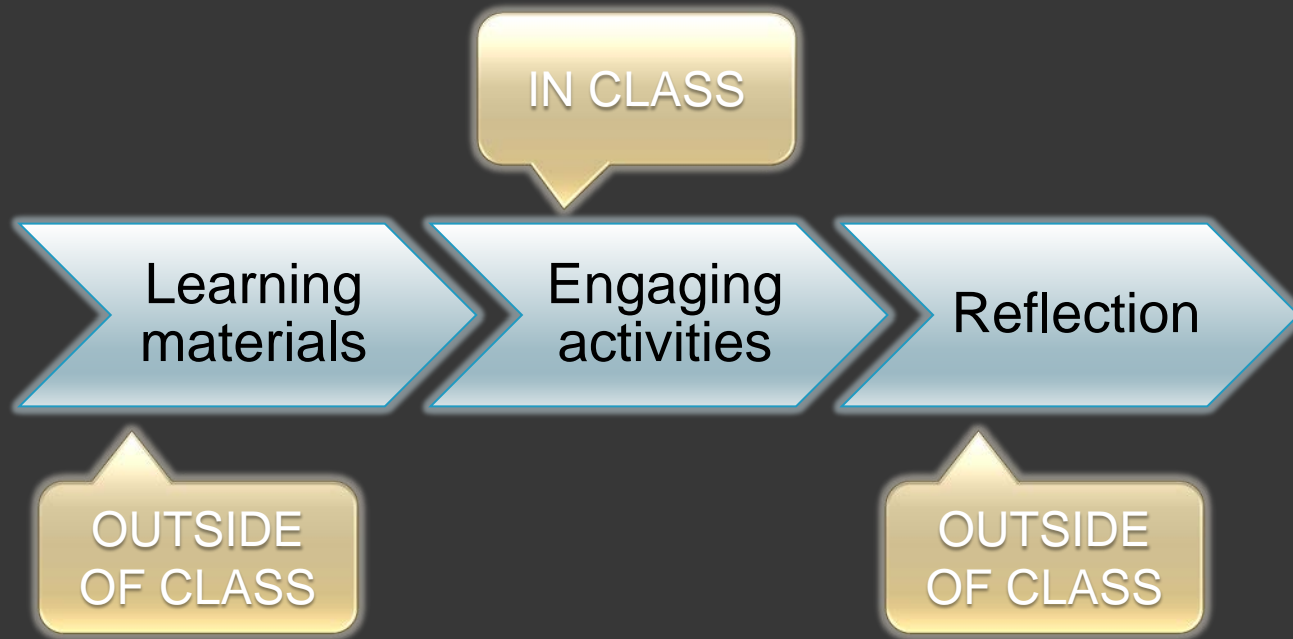
評語與意見	學生自評與回饋
對於禁忌症及原理部份 要有再更進一步的了解	能藉由此教學活動，更 加深刻了解儀器操作
護理長	呼吸治療技術組長
	計畫主持人
	李恩銘
	李恩銘

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Step 8: Learner Satisfaction Survey



Model



References

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Thank you for your attention.