Scenario Based Learning

8th of the Month - April 2016

Session Summary

Led by Bob Croft, FBL's Learning Technologist, this session offered staff an 'immersive learning' experience using the resources of FBL's new Hydra Suite.

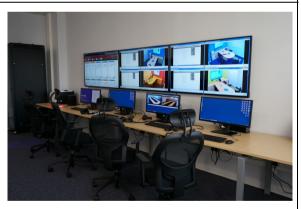
1. The Hydra Suite

Bob first oriented the group to the three main areas of the suite:



The Control room

From where all scenarios are launched and supported



The Syndicate rooms

Four dedicated group workspaces



The Board room

Bringing all groups together for discussion and review.



2. The Taster

Without explicitly defined roles staff were then asked to participate as students. Encouraged to contribute to a critical decision log, they needed to orient themselves both to unfamiliar technology and to the early stages of an ethical / PR crisis about to unfold for a clothing firm with a manufacturing base in the Far East.

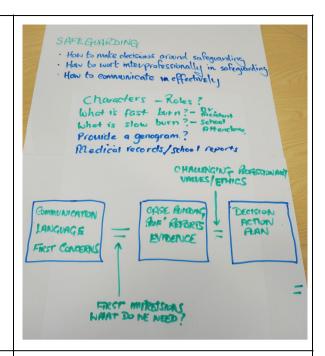






3. The Application

Each group was then asked to agree learning outcomes & outline a generic scenario with broad appeal across disciplines. They are summarised here:



Environments.

- diff areas of safety

- diff areas of safety

- e-safety / disclauses

- Trips - safety (food physical)

- music -> awareness - disclosure.

- Therapy -> emotional support

Incident within a School trip.

Tourism, Speech & lang

Educahn, Music

To develop ethical dimensions of

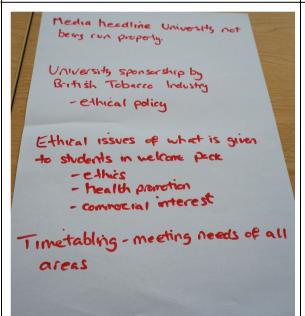
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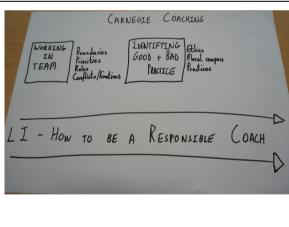
- School — (e-sufety?) - disclosums.

- Music Therapy - Has (Inclusion) - Rish assump

- School Trips (SEND) - Summer Comp)

- SLT Therapy. (Multi-Agency working)





4. Feedback

included these comments:

Raised awareness of the available facilities, technologies and methodologies.

Stimulates ideas about how this can be replicated in other ways and for other scenarios.

5. Further info

Check this website for more details of the Hydra Foundation

