

NTTCHP

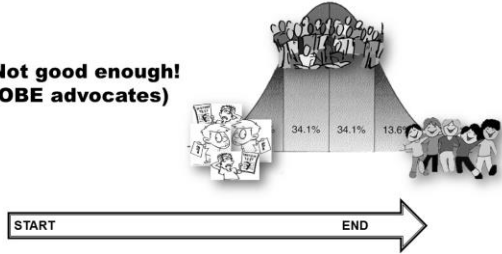




Slides	NOTES
<p style="text-align: center;">Outcome-Based Education An Overview</p> <p>Nemuel S. Fajutagana, MD, MHPed (UniMaas) Professor and Dean NTTCHP – UP Manila Director UPM Interactive Learning Center</p>	
<p style="text-align: center;">Intended Learning Outcomes</p> <ul style="list-style-type: none"> • Discuss the context of OBE • Define OBE related concepts • Explain OBE Principles and Processes 	
<p style="text-align: center;">INTRODUCTION</p>	
<p>TRADITIONAL: Education organized almost exclusively around the calendar and the clock.</p> <div style="text-align: center;"> <p>Month 1 Month 2 Month 3 Month 4 3 credits</p> </div> <p>A teacher covers a given amount of material for a specified length of time, and learning is then assumed to have taken place.</p> <p style="text-align: right;">McNeir, G (1993)</p>	



NTTCHP



Slides	NOTES
<p style="text-align: center;">Since what is constant is TIME...</p> <p>Not good enough! (OBE advocates)</p> 	
<p>OBE espouses a success-for-all philosophy.</p>  <p style="text-align: center;">This can be accomplished by focusing on educational outcomes, not inputs.</p>	
<p style="text-align: center;">Terms and concepts</p>	
<p>“...comprehensive approach to organizing and operating an education system that is focused in and defined by the <u>successful demonstrations of learning</u> sought from each student”</p> <p style="text-align: right;">(Spady, 1994).</p> 	



NTTCHP



Slides	NOTES
<p>Outcomes based education</p> <p>is a process that involves the restructuring of curriculum, assessment and reporting practices in education to reflect the <u>achievement of high order learning and mastery</u> rather than the accumulation of course credits” (Tucker, 2004).</p>	
<p>Outcomes based education</p> <p>Focuses on student learning by:</p> <ul style="list-style-type: none"> • Using learning outcome statements to make explicit what the student is expected to be able to know, understand or do; • Providing learning activities which will help the student to reach these outcomes; • Assessing the extent to which the student meets these outcomes through the use of explicit assessment criteria. 	
<p>What are outcomes?</p> <div data-bbox="318 1188 537 1335" style="display: inline-block; border: 1px solid red; margin-right: 10px;"> </div> <div data-bbox="548 1142 964 1394" style="border: 1px solid yellow; padding: 5px;"> <p>• Outcomes are clear learning results that learners have to demonstrate at the end of significant learning experiences: <i>what learners can actually do with what they know and have learned.</i></p> </div>	
<p>What are outcomes?</p> <div data-bbox="315 1570 542 1747" style="display: inline-block; border: 1px solid black; margin-right: 10px;"> </div> <ul style="list-style-type: none"> • Outcomes are actions/ performances that embody and reflect learner competence in using content, information, ideas and tools successfully. • When learners do important things with what they know they have taken a significant step beyond knowing itself (Geysler, 1999) . 	



NTTCHP



Slides	NOTES
<p>Outcome → Indicators → Standards</p> <p>Miller GE. The assessment of clinical skills/competence/performance. Academic Medicine (Supplement) 1990; 65: S63-S7.</p>	
<p>OBE Principles and Process</p>	
<p>OBE PRINCIPLES</p> <ul style="list-style-type: none"> Clarity of purpose Designing Down <u>High Expectations</u> Expanded Opportunities 	
<p>OBE PRINCIPLE</p> <p>1. Clarity of Purpose</p> <p><u>Everything you do must be focused on what students should be able to know, understand and do!</u></p> <p><u>Therefore, you must focus on helping students develop the KSA that would enable them to achieve the ILOs!</u></p>	



NTTCHP



Slides	NOTES
<p>OBE PRINCIPLE 2. Designing Down</p> <p>Figure 3. Framework for Outcomes-Based Education</p>	
<p>Designing Down or Backward Planning</p> <p>Nemuel S. Fajtagana, MD, MPH/Ed (2014)</p>	
<p>Implement Forward</p>	



NTTCHP



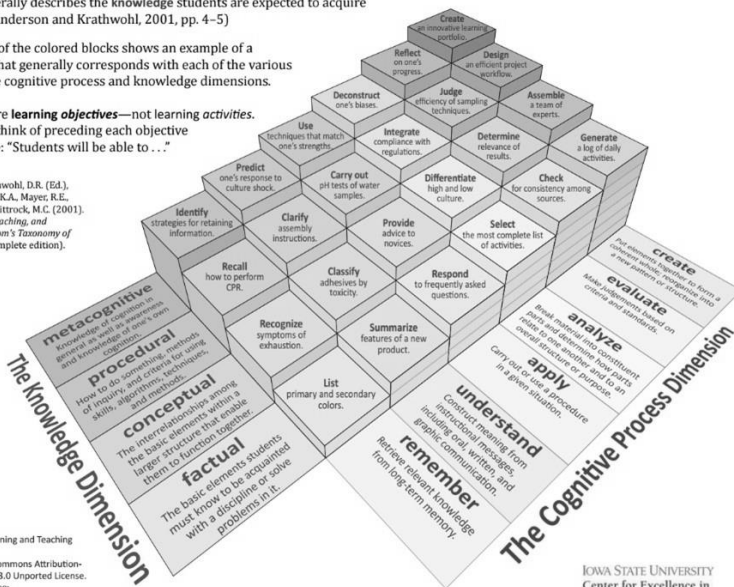
• The object generally describes the knowledge students are expected to acquire or construct. (Anderson and Krathwohl, 2001, pp. 4-5)

In this model, each of the colored blocks shows an example of a learning objective that generally corresponds with each of the various combinations of the cognitive process and knowledge dimensions.

Remember: these are **learning objectives**—not learning activities. It may be useful to think of preceding each objective with something like: "Students will be able to . . ."

*Anderson, L.W. (Ed.), Krathwohl, D.R. (Ed.), Airasian, P.W., Cruikshank, K.A., Mayer, R.E., Pintrich, P.R., Raith, J., & Wittrock, M.C. (2001). *A taxonomy for learning, teaching, and assessing: A revision of Bloom's Taxonomy of Educational Objectives* (Complete edition). New York: Longman.

Model created by: Rex Heer
Iowa State University
Center for Excellence in Learning and Teaching
Updated January, 2012
Licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.
For additional resources, see:
www.celt.iastate.edu/teaching/RevisedBloom1.html



IOWA STATE UNIVERSITY
Center for Excellence in Learning and Teaching

Taxonomy
Marzano and Kendall 2008




KNOWLEDGE UTILIZATION									
Investigating		Experimenting		Problem Solving			Decision Making		
Test hypothesis using assertions and opinions of others		Test hypothesis using data collection by student		Use information to accomplish a goal with obstacles or limiting conditions			Use information to make a decision		
Investigate	Find out about	Experiment	How would you test that	Solve	How would you reach your goal	Decide	Which is the best way		
Differentiating factors	What would happen	Generate and test	How would you determine if	Develop a strategy	Adapt	Select the best alternatives	Which of these is most suitable		
Research	Take a position on	Test the idea that	What would happen if	Figure out a way to	How would you overcome				
How/why happened		Based on the experiment what could be predicted	How can this be explained						
ANALYSIS									
Specifying		Generalizing		Error Analysis		Classifying		Matching	
Identify logical consequences of information		Construct new principals or generalizations based on information		Identifying logical or factual errors in knowledge		Identify categories to which information belongs		Identify similarities and differences	
Make and defend	What would happen if	Draw conclusions	Create a rule	Revise	Assess	Classify	Identify a broader category	Categorize	Distinguish
Predict	Develop and argument	Draw inferences	Trace development	Edit	Identify errors	Identify categories	Organize	Compare & contrast	Sort
Judge	Under what conditions	Create a principle	Form conclusions	Diagnose	Identify problems	Identify different types	Sort	Differentiate	Create analogy
Deduce		Generalize	Generalize	Critique	Identify issues			Discriminate	Create metaphor
COMPREHENSION									
Symbolizing					Integrating				
Construct symbolic representation of information					Identify basic structure of information				
Symbolize	Draw/ Illustrate	Use models	Describe how or why		Describe relationship between		Paraphrase/ summarize		
Represent	Show	Diagram chart	Describe key parts of		Explain ways in which		Describe the effects		
RETRIEVAL									
Executing			Recalling			Recognizing			
Perform procedures			Produce information on demand			determine if information is accurate, inaccurate or unknown			
Use	Demonstrate	Show	Exemplify	Label	What	Recognize	Select (from list)	Identify (from list)	
Make	Complete	Draft	Name	State/ describe	Where	Determine if true/false			
		Create	List	Who	When				

Slides	NOTES																																									
<p>The Taxonomy Table for Cognitive Domain</p> <table border="1"> <thead> <tr> <th rowspan="2">The knowledge dimension</th> <th colspan="6">The Cognitive Process Dimension</th> </tr> <tr> <th>Remember</th> <th>Understand</th> <th>Apply</th> <th>Analyze</th> <th>Evaluate</th> <th>Create</th> </tr> </thead> <tbody> <tr> <td>Factual knowledge</td> <td colspan="3">START</td> <td colspan="3">HIGHER YEARS</td> </tr> <tr> <td>Conceptual knowledge</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Procedural knowledge</td> <td>remember</td> <td>classify</td> <td>execute</td> <td>differentiate</td> <td>critique</td> <td>produce</td> </tr> <tr> <td>Meta-cognitive knowledge</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	The knowledge dimension	The Cognitive Process Dimension						Remember	Understand	Apply	Analyze	Evaluate	Create	Factual knowledge	START			HIGHER YEARS			Conceptual knowledge							Procedural knowledge	remember	classify	execute	differentiate	critique	produce	Meta-cognitive knowledge							
The knowledge dimension		The Cognitive Process Dimension																																								
	Remember	Understand	Apply	Analyze	Evaluate	Create																																				
Factual knowledge	START			HIGHER YEARS																																						
Conceptual knowledge																																										
Procedural knowledge	remember	classify	execute	differentiate	critique	produce																																				
Meta-cognitive knowledge																																										



NTTCHP



Slides	NOTES
<p>OBE PRINCIPLE 3. High Expectations</p>   <p>successful learning promotes more successful learning</p>	
<p>OBE PRINCIPLE 4. Expanded opportunities</p> <p><u>Basic Principle:</u> Not all learners can learn the same thing in the same way and in the same time.</p>  <p>But most can achieve high standards given appropriate opportunities</p>	

