

Getting to Know the Language of the Content Expectations

Examples and Case Studies

Within the Content Expectations documents the words *examples* and *case studies* are used. Educators have asked for clarification about the meaning these two terms. Included below are examples from grade 5 and high school.

From Grade 5

5-U1.2.2 Use *case studies* of individual explorers and stories of life in Europe to compare the goals, obstacles, motivations, and consequences for European exploration and colonization of the Americas;

From High School Economics

E4.1.2 Marginal Benefit and Cost – Use *examples* and *case studies* to explain and evaluate the impact of marginal benefit and marginal cost of an activity on choices and decisions.

Defining the term *Examples*

Examples can be given without context and are used to illustrate an idea or concept. Whether the person, place or event used as the example is real or imaginary is not relevant when giving a good example.

Examples from economics of the concept of a *good* could be a bicycle, a book, a radiator, a clock. *Examples* given for the category *goods used in a classroom* could be desks, chairs, a U.S. flag, pencils, computers, chalk, erasers, a clock; these examples would demonstrate that a student knew the category or definition of a good as opposed to a service.

An *example of an activity which is exacerbating the process of desertification* in an arid country could be overgrazing, this would be a good example without mentioning a specific country.

Defining the term *Case Studies*

Case studies can be real or fictional, but always build a rich context. *Case studies* are generally based on real world situations. *Case studies* typically include a combination of real world data, artifacts, testimony, video, maps, photographs, and text. They allow a student to create a depth of understanding and answer or hypothesize answers to complex questions. *Case studies* can provide multiple perspectives.

Below is a list of some of the elements that a case study on the religion of Buddhism might include in a unit on the Growth and Development of World Religions.

- The historical setting for the life of Siddhartha Gautama
- A map which shows the spread of Buddhism
- Photographs of historic and modern Buddhist temples
- Graphics which explain the elements associated with Buddhist prayer
- Information on the key teachings of Buddhism
- Text which describes the routes and spread of Buddhism
- Maps identifying the location of libraries worldwide which are centers of Buddhist learning
- Selections from the writings of important Buddhas
- Photographs of Buddhist monks
- Letter from an Islamic trader about Buddhist he had met in 820 C.E.
- Information on the lives of Buddhist monks today
- A Buddhist web site
- The web site of the Dalai Lama
- A movie which features Buddhist philosophy
- A portion of a speech of the current Dali Lama
- A selection of photographs of the Buddha from a variety of south Asian countries