

## Strategy Scenario

**Strategy:** Metaphor

**Content:** Japanese history (religion)

**Title:** Shintoism

**Time Required:** 50 minutes

**Number of Participants:** 25-30

**Target Audience:** University students who concentrate on Asian history.

**Goal of Activity:** To bring a big picture of Shintoism to the students by using metaphor.

**Purpose of Script:** To demonstrate the use of metaphor for the transfer of general concepts.

**Learning Outcome(s), Gagne's Taxonomy:** Defined concept

**Learning Outcome(s), HEO Taxonomy:** Comprehension

**Learner Characteristics:** The senior history students at university who are interested in Asian or Japanese history.

**Entry Skills:** The students have taken introductory courses of European history and American history.

**Setting:** Classroom

**Media:** A live teacher, blackboard, eraser, and chalk.

### **Process:**

1. An instructor will say in class, "Today, we will study one of the Japanese religions, Shintoism."
2. The instructor will tell the students, "Shintoism is like Greek mythology."
3. The instructor will ask the students to explain the characteristics (for example, polytheism) of Greek mythology.
4. The instructor will write the characteristics of Greek mythology on the board while students share their knowledge about Greek mythology.
5. The instructor will emphasize the similarities and differences between Greek mythology and Shintoism while the instructor is adding the details of Shintoism during the lecture.

### **Strategy Assessment:**

The instructor will ask students to explain how they studied Shintoism.

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**References:**

West, C. K., Farmer, J., & Wolf, P. (1991). *Instructional Design: Implications from Cognitive Science*. Englewood Cliffs, NJ: Prentice Hall.