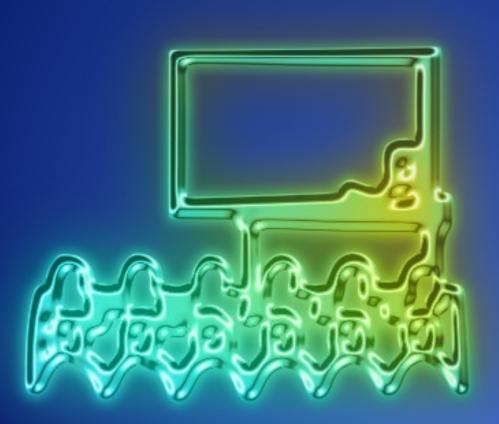
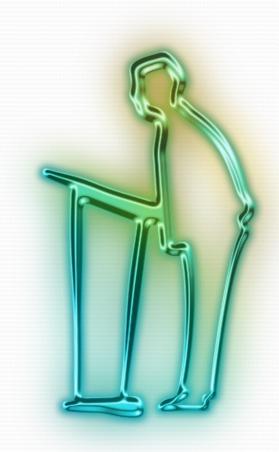
#### **Train the Trainer**



Critical Path Project Philadelphia FIGHT

# The Qualities of an Excellent Computer Trainer





#### **Encouraging Independence**

Asks questions

Pays attention to the learners

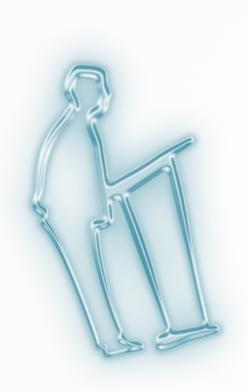


Shows the big picture

Read learners

Increasingly limits assistance

#### Adapting to Learners



Adapts

**Encourages** 

Pays attention to specific needs

Provides for different learning styles

Adapts to Learners

Uses real world applications and examples

Juggles with ability levels

## Preparation

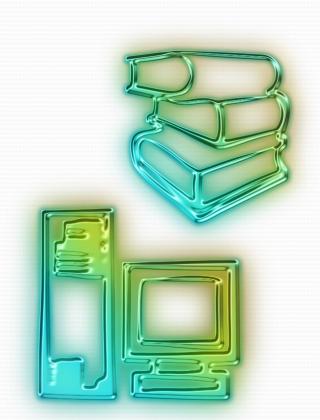


#### **Personal Preparation**

#### **Personal Preparation**



## The classroom is yours!



## **Training Preparation**

#### Preparing the Class

Have at least an outline of the class content

Read and review the curriculum and lesson plans

Know the software

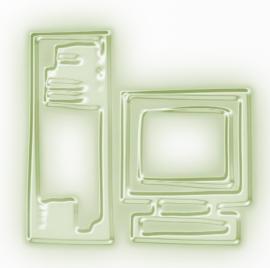
Make a list of possible problems or highlights

#### Preparing the Class Material

Create reliable exercise files

Have all the necessary materials

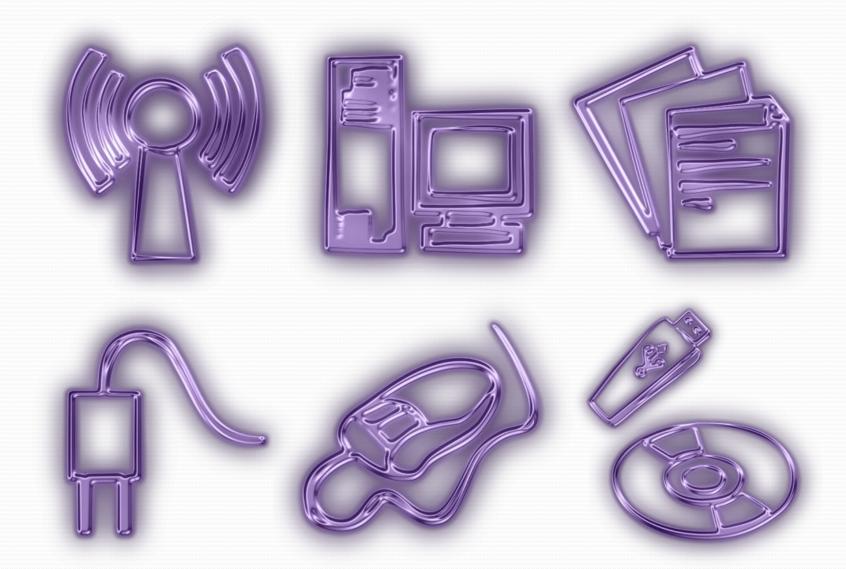
Know the class information





#### Classroom Preparation

## Classroom Preparation

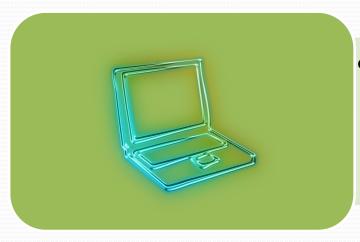


#### The Class Goes!

#### Classroom Preparation



 allow time to ensure proper classroom setup



 All computers should be up and running

### Preparation Do's and Don'ts



#### Do's

- Ensure that the hardware and software works properly
- Allow time before class for preparation
- Plan for software or hardware malfunctions





- Don't start the class without checking the hard/software
- Don't start preparing the class during teaching time
- Don't cancel the class due to lack of preparation

# Delivering



#### Introductions

Introduce yourself





Inform about the class schedule

Let them know your style





Formally find information about them

Presentation - The four Steps

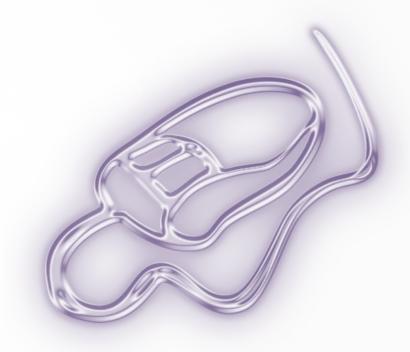
Overview of the concept

Review and clarification

Assisted exercise

Unassisted exercise

- Presentation Your Resources
  - Legible
  - Simple
  - Consistent
  - Organized
  - Appropriate



- Presentation Linking Ideas
  - Explain Why or What-for
  - Show Structures and Patterns
  - Use Analogies



Presentation - Engaging Students

• "I'm a trainer, not a jester"

Use case studies or group projects

Use "Mind Breaks"