

Some Helpful Mnemonics

For planning a session, a days activities or a whole programme of learning use

A.D.I.E.

- | | | |
|----------|-------------------|---|
| A | Analyse | What are the students needs
What do they want/need to learn
What do they know already |
| D | Design | How will you teach them
What resources do you need
How will you sequence the sessions
Decide what they <i>Must, Should & Could</i> know
How will you assess their learning (your teaching) |
| I | Implement | Teach the students
Assess the students needs
How can this session be improved |
| E | Evaluation | Obtain feedback, did you achieve A,D &I
Go over what, when, where, how.,
What was good etc. What could it be better |

Remember this not a linear model. After evaluation go back to analyse.

E.D.I.P.T

To teach a practical skill try

EXPLANATION, DEMONSTRATION, IMITATION, PRACTICE, TEST

P.A.M.E.

A teaching framework which is useful for all level 3 skills . To use this framework just ensure that each section is covered in the explanation;

Planning, Approach, Manoeuvre, Escape

S.T.E.A.K

Signals. Time, Equipment, Area, Krew