# FUNdamentals of Training, BSA

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## Gathering Games



#### Ice Breaker

#### I have never...

- Everyone take 10 tokens
- ◆ Starting with the person whose Birthday is closest to today's date and go around the circle to the Right
- Come up with something that you think everyone else in the group has done, but you HAVE NOT.
- ◆ If you have done the activity, put one of your tokens in the container.
- ◆ The activity is done when there is only one person left with tokens, or we are OUT of TIME!

## Why and How we Train Leaders (BSA)

By the end of this session you should be able to:

- Explain why we train leaders
- ◆ Describe the four BSA Training Strategies
- ◆ See pages 17-19 in "Guide to Leader Training"
- ◆ 1.pd <a href="https://www.scouting.org/wp-content/uploads/2018/04/721-92018\_Leader-Training\_FPOf">https://www.scouting.org/wp-content/uploads/2018/04/721-92018\_Leader-Training\_FPOf</a>
- ◆ 4 strategies:Small Group, Personal Coaching, Self Study, Centers of Excellence

## Characteristics of a "Good Trainer"

- Break into 2 groups
- ◆ Create your "Wanted Poster" for a "Good Trainer
- ◆ Spend 5-10 minutes in small group
- ◆ Share what your characteristics with the larger group

#### How People Learn

- ♦ What are some of the different ways people learn?
- How can you as a trainer make sure you are accommodating different learning styles in your courses?
- ◆ Participants in your courses should understand why the material is useful to them.
- ♦ When is the best time to train a new leader?

#### Take a 15 minute break

During the break think about your favorite forms of media for learning.

#### Presentation Media

- Flip Charts
- ◆ Power Point Presentations
- ♦ White Boards
- ♦ Handouts

#### Flip Charts

- Develop an Idea
- ◆ Collaboration
- Highlight Key points
- Add variety to discussions
- ◆ Visual increase retention of material

#### Flip Chart Tips

- Space letters appropriately
- ◆ Use Block letters and Dark Ink
- ◆ Use Wide Pens
- Use an adhesive pad, or painter's tape to protect walls
- ◆ Keep it simple main ideas will stand out!

#### Power Point Presentations

- ◆ DEATH BY POWER POINT
- ◆ Keep design basic. PP should not distract the viewer from the message.
- Easy to read font
- Decorate Sparingly and use images with lots of space
- ♦ Be consistent!

#### Power Point Presentations

- Use 36 point font for titles
- ◆ 28 point for primary bullets
- ◆ 24 for subordinate bullets.
- ◆ 6x6 rule generally: 6 lines 6 words per slide
- Use contrast colors so readers and see easily.

#### White Boards

- Have all materials prepared and working!
- ◆ Good for Small Group Work
- Print large clear and consistant with neutral, cool colors like blue or green. Black stands out well. Avoid Red
- Erase unrelated material that might be distracting
- ◆ Keep erasers clean, otherwise they streak.

#### White Boards

- ◆ Keep message material simple.
- Plan board layouts in advance, cover with paper before your group meets
- Make sure the board is visible for everyone, and check in with people.
- ◆ Don't erase your board until everyone has recorded or taken a photo of the work the group produced.

#### Handouts

- Supportive to your message
- Use sparingly
- Plenty of white space, bullet points
- ◆ Contain information they can use to research further on their own

## Six Principles of Cognitive Overload Theory

- 1. <u>Multimedia</u>: People learn better from word and pictures than from words alone.
- 2. <u>Coherence</u>: People learn beter when extraneous material is removed.
- 3. <u>Contiguity:</u> People learn better when words and pictures are presented at the same time or next to each other on the screen.

## Cognitive Overload Cont..

- 4. <u>Modality:</u> People learn better from animation with spoken text than printed text.
- 5. <u>Signaling:</u> People learn better when the material is organized with clear outlines and headings.
- 6. <u>Personalization:</u> People learn better from conversational style rather than formal

### Training Methods

- ◆ Reference: Trainer's EDGE (another train-the trainer available through BSA)
- ◆ Information should be delivered in a variety of ways to accommodate different learning styles.
- ◆ The following methods are most often used in Scouting...

#### Lecture

- ◆ One person conveys information to a group by talking to them…little participant interaction, feedback or collaboration.
- When is it appropriate to use lecture?
- Advantages?
- Disadvantages?

#### Informal Talk

- ◆ Similar to lecture but learners are more involved. Learners are encouraged to find answers.
- When is it appropriate to use an informal talk?
- Advantages? Disadvantages?

#### Demonstration Method

- ◆ Instructor is teaching a skill and the team performs a task. Followed up with the participants doing the task on their own.
- ◆ Best used in small groups to allow learners to go at their own pace.
- ◆ Requires individual attention from instructors.
  Reinforces EDGE method in Scouting

### Case Study Method

- Realistic situation involving a judgment call.
  Presented to learners orally or by handout for an analysis or resolution.
- ◆ Case studies should be relevant to lives and experiences of the learners in order to be relevant.

### Role Play

- ◆ Leaders or learners acto out roles in an open ended situation. Role play does not have predetermined outcomes.
- ◆ Role play allows participants to examine multiple points of view.
- ♦ What are some of the ways case studies differ from role play?

#### Simulation

- ◆ Training method that has a potential for presenting a complete message to a group.
- Complex form of role playing and case study.
- ◆ Recreate environments where participants experience potential situations.
- ♦ What are some simulations you've experienced in BSA training?

## Some more tips to training: Course Syllabus

- ♦ What is a Syllabus?
- ◆ Obtain it in plenty of time to understand the flow of the course.
- Use recommended media, delivery methods in syllabus.
- ◆ Contact other people who have delivered the same course and ask for guidance.

## Setting the environment

- Ask participants what they need: wheelchair access, special dietary needs, C-pap machine etc.
- Know where you are teaching, have prepared materials ahead of time
- ◆ Know your media.
- Arrange participants in comfortable learning space.

## Setting the Environment

- ◆ Go over House Keeping
- ◆ Ground Rules
- Read your audience
- ◆ Create Agenda and post it
- ◆ Keep yourself on track and ask participants to help keep the agenda.

## Final Thoughts

- ♦ Be yourself-relax.
- ♦ Believe in your message
- ◆ Change fear of public speaking to EXCITEMENT
- ◆ Pattern breaks: change tone of voce move-use props, media and music—change the pace.
- Practice, practice, practice!
- ◆ Promote: make flyers, ask people to take your training!
- ◆ Take care of paperwork! -Budgets, Reports, reciepts, attendance reports so everyone gets credit.

## Final Thoughts

- Stick to your syllabus. You may not understand why certain things are included, but your participants may need it.
- ◆ Trust your staff.
- ♦ Have a replacement for yourself and your staff members.
- ◆ Have FUN! Trainings that are full of fun are well remembered.

## Q&A

Questions?

## Thank you for Coming!