Teens as Teachers
Training – 3 hour

February 22, 2001
5:30 – 8:30 PM

10’ Introduce us/agenda/outcomes

20’ Icebreaker game – Do you know your neighbor?

10’ What is teaching (brainstorm good and bad teaching – capture on chart)

20’ Giving directions – activity and processing

20’ Development puzzles – put together; talk about what is good about this age – what are the challenges of working with young children

15’ BREAK

15’ Game

10’ Further discussion about developmental stages – how did puzzle information match what was observed?

40’ Role play activity – (10’ prep; 7-10 minute per group)

10’ Ways to get kids’ attention

10’ Wrapup - evaluate