

## **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