

Cone of Learning (Edgar Dale)				
After 2 weeks we tend to reme	mber	Nature of Involvement		
10% of what we READ 20% of what we NEAR	READING	Verbal Receiving		
30% of what we SEE	LOOKING AT PICTURES	PAS		
50% of what we HEAR and SEE	WATCHING A MOVIE LOOKING AT AN EXHIBIT WATCHING A DEMONSTRATION SEEING IT DOKE ON LOCATION	Visual Receiving		
70% of what we SAY	PARTICIPATING IN A DISCUSSION Giving a Talk	Receiving / Participating		
90% of what we both SAY and DO	DOING A DRAMATIC PRESENTATION Simulating the real experience Doing the real thing	Participating Doing		
Edger Dele, /	Audio-Visual Methods in Technology, Holt, Rinehert ar	nd Winaton.		







INTRODUCTIONS AROUND-THE-HORN BRAINRAIN QUESTIONIZE FREE-FOR-ALL THINK-PAIR-SHARE Role Play CALL-ONS OBJECTS POLLS STAND & MOVE CLOSING REFLECTION



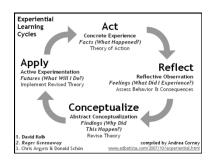




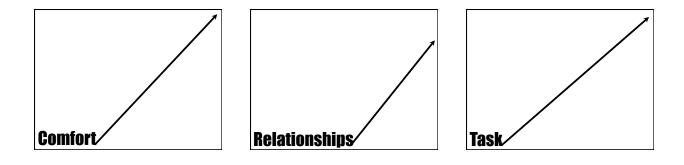




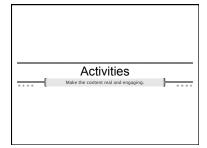


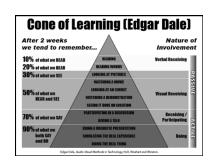






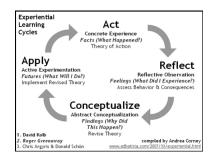


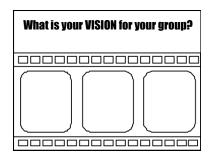


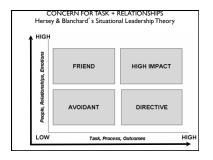




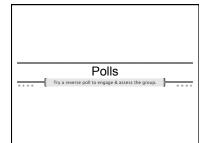














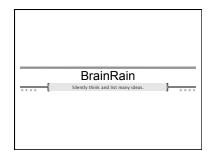
* * * *	Introductions People should know who is in their group!	****



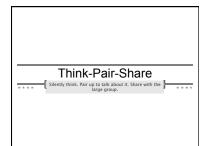
Around-the-horn				
****	Everyone gets a chance. People speak in order.		* * * *	







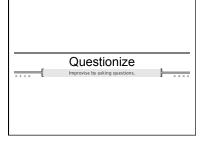






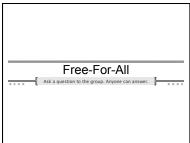




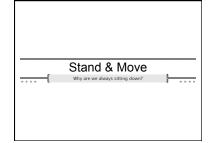




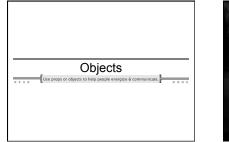






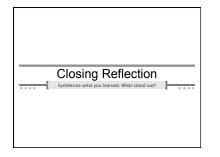








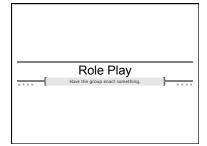














Facilitation Design

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I VM come. Plass introduce pourself with where you are from, what you do, and why you are interested in being a group facilitator. Around the horn (5 minutes) II. Bearse R-16 Sand up. Si down fyou inter velocity ates here, only realisation (2 minutes) III. Refers R-16 Sand up. Si down fyou inter velocity of group realisation (2 minutes) III. Refers R-16 Sand up. Si down fyou inter velocity of group realisation (2 minutes) III. Refers R-16 Sand up. Si down for a single single single single realisation (2 minutes) IV & single a single single single single single single realisation (2 minutes) IV & single single single single single single realisation (2 minutes) IV & single single single single single single realisation (2 minutes) IV & single single single single single single realisation (2 minutes) IV & single single single single single realisation (2 minutes) IV & single single single single single realisation (2 minutes) IV & single single single single realisation (2 minutes) IV & single single single single realisation (2 minutes) IV & single rea

VII. (If additional time) Discussion Free for All with Call ons. What were some of the most important facilitation challenges you talked about? What ideas do you have for overcoming them? Summarize with my tips



QUESTIONIZE CALL-ONS POLLS What are your favorite facilitation tools or apps? INTRODUCTIONS AROUND-THE-HORN BRAINRAIN FREE-FOR-ALL THINK-PAIR-SHARE ROL F PLAY

THINK-PAIR-SHARE ROLE PLAY OBJECTS STAND & MOVE CLOSING REFLECTION

