





# 3 stupid stages of life!

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Teen age: Have Time + Energy ...but No Money

Working Age: Have Money + Energy ...but No Time

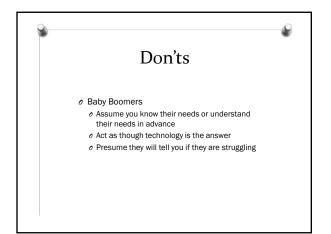
Old age: Have Time + Money ...but no Energy

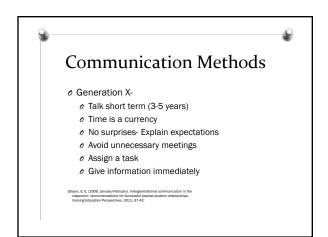
## **Communication Methods**

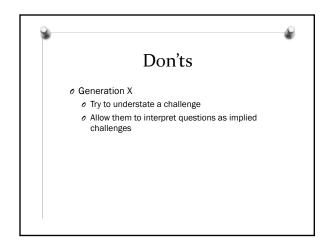
ø Baby Boomers

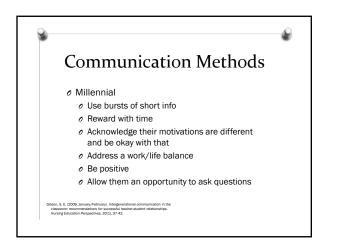
- Acknowledge the time they have spent in the workforce
- Recognize their wins and achievements
- Processing of the second s
- ø Build rapport and respect
- Communicate they are valued and needed

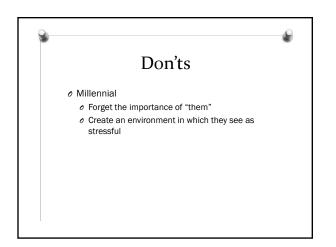
Gibson, S. E. (2009, January/February). Intergenerational communication in the classroom: recommendations for successful teacher-student relationships. Nursing Education Perspectives, 30(1), 37-42.

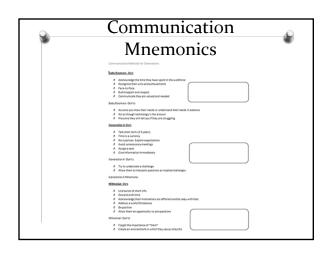




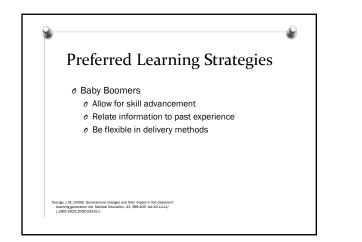


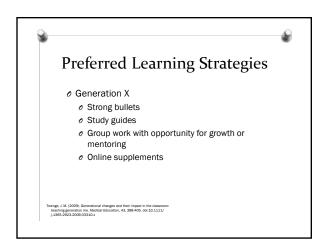


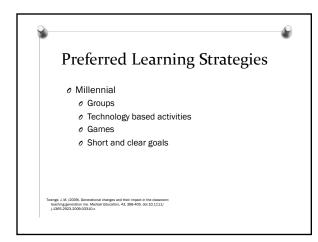


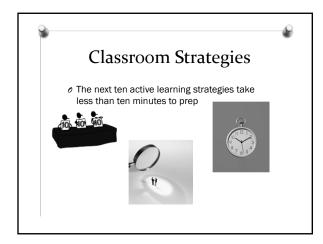




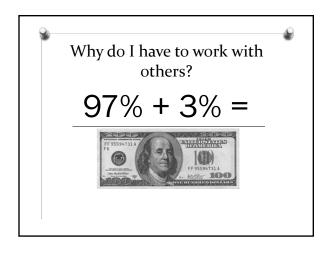


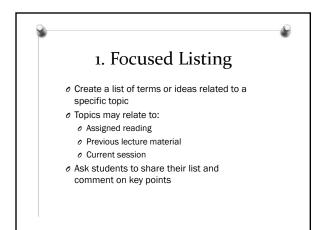












# 2. Fishbowl Discussion

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- $\boldsymbol{o}$  Works best with large group discussions
- $\boldsymbol{\sigma}$  Give fishbowl and goldfish cards
- Ø Fishbowl group creates two-column notes
   Ø Left column are questions they have and/or important ideas the goldfish discussed
  - Right column would then be the answers and/or their own responses to items discussed

## 3. Cognitive Analogies/ Metaphors

- Use a discussion board to compare unfamiliar ideas with an already know mentality
- Most effective way to transfer to long term memory
- Example: How is communicating with a patient like a job interview?

# 4. Duplicate Testing Create a series of five to ten questions Ask students to take out a sheet of paper and fold lengthwise Verbally ask the questions and then share

the answers Students keep one side for the correct answers and you can collect the others to check for understanding

#### 5. Collaborative Listening/Reading

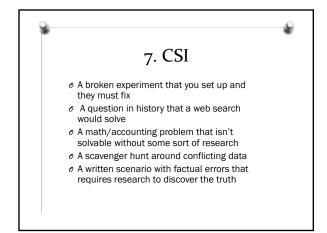
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O Members individually determine the ranking of a task or concept. Then form groups three to four students, who discuss their individual ratings and work as a team to prioritize the items. Each group shares its group raking.

# 6. Progressive Write

The facilitator begins the story by identifying a course topic. Each member begins providing examples of the topic. After a minute, ask students to pass their paper one to the right. The facilitator asks each member to read his/her paper and then reply. Papers continue to be passed as facilitator calls out a new topic. Eventually, each person receives his/her original paper back and reads it over.



# 9 8. Final Question O Create a PP slide that encourages them to think deeper and come up with a final question o Choose questions randomly and answer if time available- otherwise they can be used as an assessment

#### 9. E-mail game

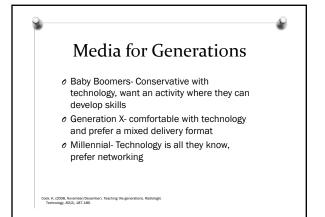
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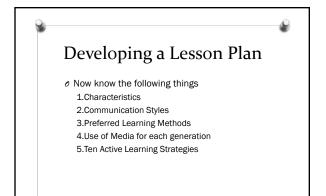
Ø Generate and share ideas via e-mail about how to handle any challenge.

- how to handle any challenge.
   Round 1-Facilitator sends an e-mail with verview of the challenge and game, Announces deadline for action, Each players sends the facilitator an e-mail with 3 ideas for handling the challenge, Facilitator records all ideas, Generates list of top 10 to 15 ideas
   Round 2-Facilitator post the lists of ideas via e-mail, Players vote on the 3 most appealing ideas in rank order, Facilitator tabulates the votes and ranks the ideas by popularity. 3 points for top idea, 2 points for second and 1 point for the thridea, Tabulate the ideas by popularity and rank.
   Round 3-Players asked to predict which 3 ideas received the highest votes, Include a cory of the list of ideas, Facilitator scores each prediction on the basis of actual number of votes the 3 ideas received
   Scoring the person's choices. For the person's 5 lat choice, multiple the

- Scoring the person's choices: For the person's 1st choice, multiple the number of votes that the idea received by 3 and give that number of points to the person, 2nd choice multiple by 2, 3nd choice multiple by 1,Add the 3 numbers together for each person's score
- Send an e-mail announcing the results and include: List showing order of popularity (Round 2), List showing predicted results (Round 3) with actual results (Round 2), Player with the highest total score wins the game

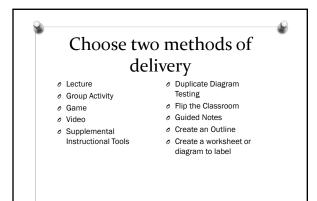
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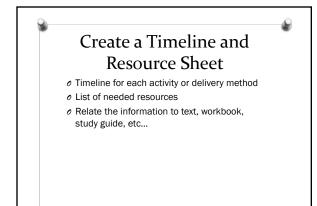


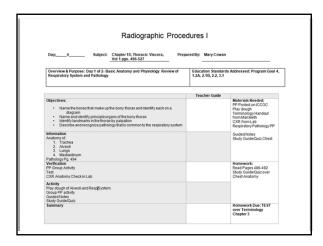
# Develop an objective or Class Plan

- Name and identify principal organs of the bony thorax
  - What do you want them to get in the end?
  - $\sigma$  Write a possible test question
  - o How would they use it clinically?
  - $\sigma\,$  Why would they want to know the
  - information?*o* Is there an experience they can relate the
    - information to?



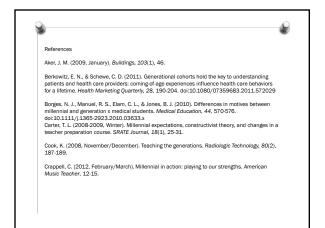








 "Don't make assumptions about the next generation; Invest in it"-Harvard Business Review



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- Acknowledge the time they have spent in the workforce
- Recognize their wins and achievements
- O Face-to-Face
- Build rapport and respect
- Communicate they are valued and needed

#### Baby Boomers- Don'ts

- Assume you know their needs or understand their needs in advance
- Act as though technology is the answer
- *O* Presume they will tell you if they are struggling

#### **Generation X-Do's**

- Talk short term (3-5 years)
- Time is a currency
- No surprises- Explain expectations
- Avoid unnecessary meetings
- O Assign a task
- Give information immediately

#### Generation X- Don'ts

- Try to understate a challenge
- Allow them to interpret questions as implied challenges

#### Generation X Mnemonic

#### Millennial- Do's

- Use bursts of short info
- O Reward with time
- Acknowledge their motivations are different and be okay with that
- Address a work/life balance
- Ø Be positive
- Allow them an opportunity to ask questions

#### Millennial- Don'ts

- O Forget the importance of "them"
- *O* Create an environment in which they see as stressful

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