



“Understanding Teaching and Learning Styles”



CHAT ROOMS





Objectives



Today's workshop will enable leaders to:

- Discover skills suitable for teaching
- Explore the different learning and teaching styles
- Explore **differentiated** learning
- Teach the Pathfinder curriculum creatively
- **Plan a lesson** for a particular achievement class



The Power of A Teacher

<https://www.youtube.com/watch?v=SFnMTHhKdkw>





Introduction

- *Teaching is a purposeful intention with aims of promoting and causing learning to happen*
- *Learners are intrinsically different and have preferred styles*





BUZZ SESSION

- What are some skills needed for teaching ? (2 min)





Skills Needed for Teaching



Calm **Approachable** Imaginative
Logical Passionate Knowledgeable
Role model **ENTHUSIASTIC** Leader
Reliable Mentor Efficient
LEARNER Patient
FACILITATOR FLEXIBLE



Skills Needed for Teaching Cont'd



- ❖ **An Engaging Personality and Teaching Style**
 -
- ❖ **Clear Objectives for Lessons**
- ❖ **Effective Discipline Skills**
 -
- ❖ **Good Classroom Management Skills**
- ❖ **Good Communication with Parents**



Skills Needed for Teaching Cont'd



- ❖ **High Expectations**
- ❖ **Knowledge of Curriculum and Standards**
- ❖ **Knowledge of Subject Matter**
- ❖ **Passion for Children and Teaching**
- ❖ **Strong Rapport with Students**
- ❖ **<http://teaching.org/resources/top-10-qualities-of-a-great-teacher>**



A Great Teacher

Passionate—teach students, not subjects

Rapport with students

The Master Teacher





Teaching and Learning Styles

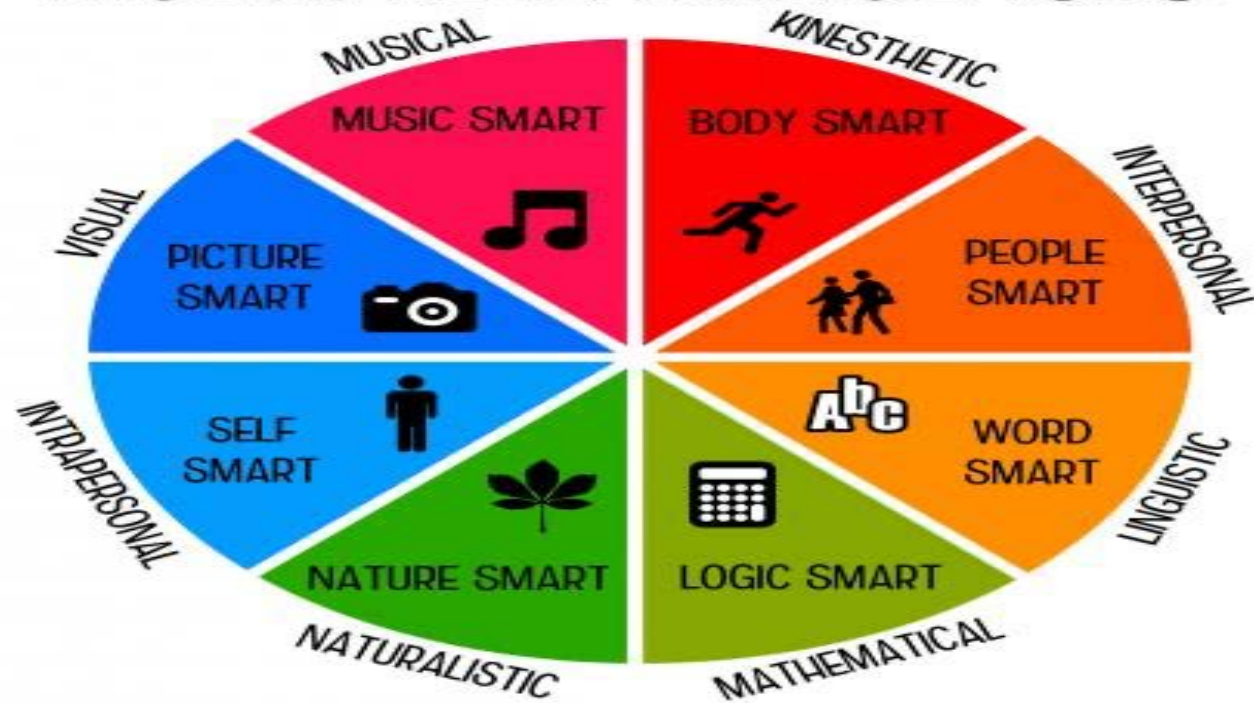
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Learning Styles



MULTIPLE INTELLIGENCES





Check for Understanding



1. A child who is “Word Smart” is linguistic
2. A child who is “Logic Smart” is visual
3. A child who is “People Smart” is intrapersonal

*True
or
False*



Teaching Styles



What is teaching style?

7

- Instructors develop a teaching style based on their beliefs about what constitutes good teaching, personal preferences, their abilities, and the norms of the particular discipline.
- Grasha (1996) defines teaching style as a particular pattern of needs, beliefs, and behaviors that teachers display in the classroom.
 - Some believe classes should be teacher-centered, where the teacher is expert and authority in presenting information.
 - Others take a learner-centered approach, viewing their role as more of a facilitator of student learning.



Friday, April 29, 2011



Teaching Styles Cont'd





Teacher Centered: Formal Authority (Authoritarian)





Teacher Centered: Demonstrator/Personal Model





Student Centered: Facilitator





Student Centered: Delegator





Hybrid



Teacher-Centered Approach

Direct Instruction

- Formal Authority
- Expert
- Personal Model

Student-Centered Approach

Inquiry-Based Learning

- Facilitator
- Personal Model
- Delegator

Cooperative Learning

- Facilitator
- Delegator



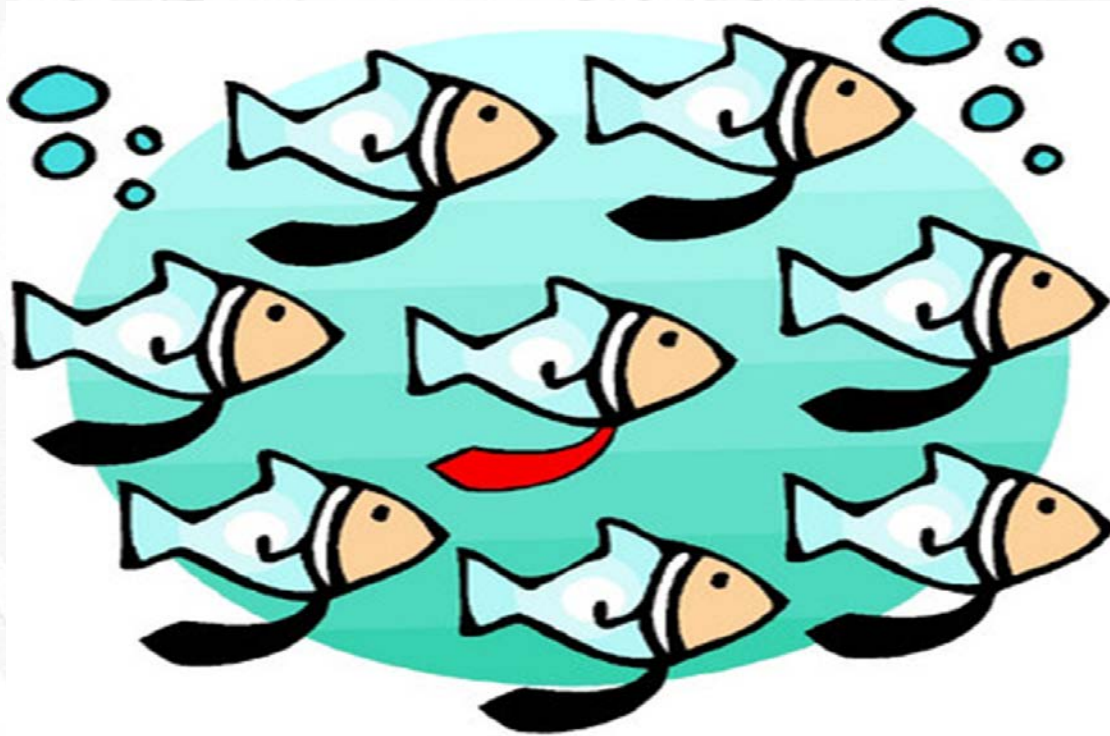
BUZZ SESSION

Which teaching style has a positive impact on Pathfinders overall learning outcome? Why?





Differentiated Learning





Differentiated Learning



- The teacher may use various styles to get work done
- A variety of instructional strategies that address diverse student learning needs
- Enhances learning for all students



VIDEO





The Pathfinder Curriculum



- Major part & the body and core of the Pathfinder Ministry
- Requirements aligned with goals for each segment
- Focus is given to creating a series of age-appropriate requirements - Levels



Teaching the Pathfinder Curriculum Creatively

- Know the curriculum
- Plan intentionally for each class
- Know the students you are teaching in terms of learning styles/behavioural issues, etc.
- Find available resources
- Use different and creative methods of teaching
- Evaluate what you have accomplished in each class





Class Levels



Grade 5		<i>Friend</i>		<i>Trail Friend</i>
Grade 6		<i>Companion</i>		<i>Trail Companion</i>
Grade 7		<i>Explorer</i>		<i>Wilderness Explorer</i>
Grade 8		<i>Ranger</i>		<i>Wilderness Ranger</i>
Grade 9		<i>Voyager</i>		<i>Frontier Voyager</i>
Grade 10		<i>Guide</i>		<i>Frontier Guide</i>



Achievement Tracks



Investiture Achievement Tracks



Personal Growth

1. Achievement levels are grade assigned
2. Develop a relationship with God through a daily study of His word and prayer
3. Embrace the Pathfinder/AY lifestyle.



Spiritual Discovery

1. Encourage spiritual growth through a discovery of the Bible and Christian history.



Serving Others

1. Engage participants in active service
2. Connect participants to the community
3. Engage participants in friendship evangelism
4. Connect participants to their church.



Making Friends

1. Develop a relationship with God that fosters positive friendships, strong moral values, and civic responsibility.



Health and Fitness

1. Apply health and fitness principles that will benefit the participant for a lifetime.
2. Learn and practice safety procedures, first aid, and rescue skills.



Achievement Tracks Cont'd



Nature Study

1. Develop an understanding of God, the Creator of all things, through the study and observation of His creation.



Outdoor Living

1. Develop the skills needed for maximum enjoyment of the outdoors.
2. Build self-confidence through outdoor experiences.
3. Develop team building skills.



Honor Enrichment (Advanced Level Only)

1. Learn new skills.
2. Participate in or study content areas new to them.



CREATIVITY

- **TWO PROCESSES ARE INVOLVED**
 - **THINKING-----(IMAGINATIVE ONLY)**
 - **PRODUCING------(CREATIVE)**





Understanding Creativity



According to Merriam Webster, Creativity is:

- “The act of turning new and imaginative ideas into reality.”
- “The ability to perceive the world in new ways; to find hidden patterns; to make connections where none are visible; to generate solutions to problems.”



VALUE OF CREATIVITY



- Leads Pathfinders to have rapid and effective responses that help them achieve life's goals, allowing them to enjoy the journey.
- Positive creativity that inspires experiences is needed at every level of the educational journey.

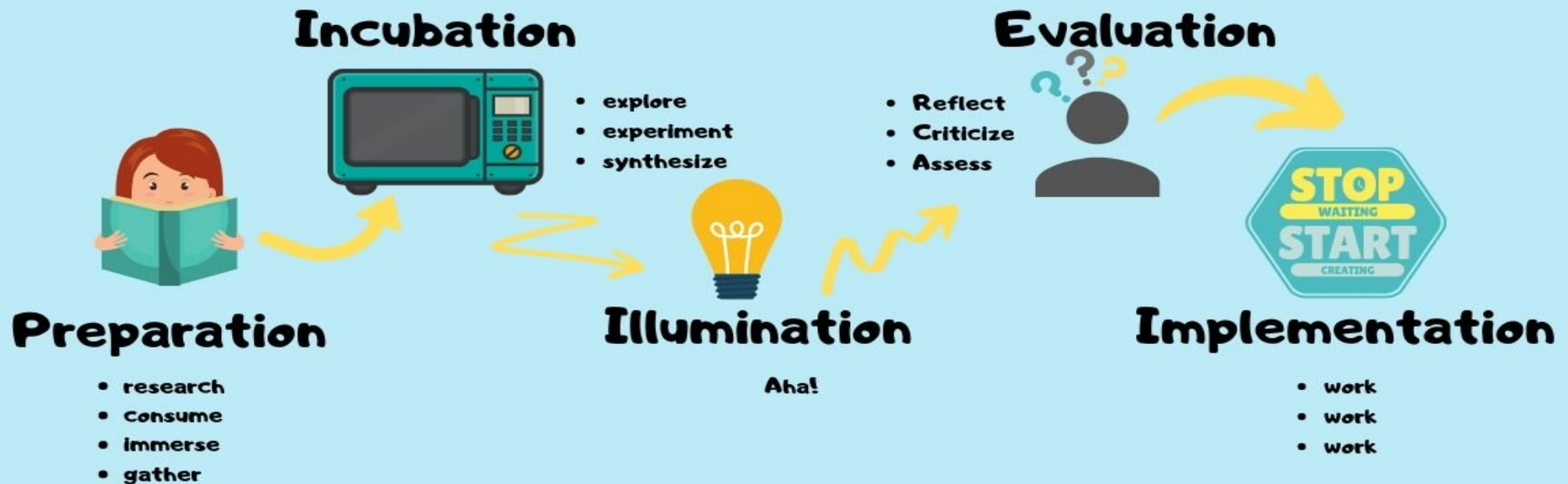


VALUE OF CREATIVITY

- Rewards you as leaders with the joy of seeing your pathfinders reach their creative potential.
- Pathfinders develop thinking and sensory learning through engagement in creative activities.
- Creativity leads to fun. Any interruption of pleasure and fun is an interruption of an important learning process.



5 Stages of the Creative Process





CREATIVE TOOLS

- The goal is to use different methods for the integration of learning
- Using activities as tools to stimulate the brain for learning concepts and ideas





Why Creative activities?

- The strategy of each activity is to create long term memory in learning concepts and ideas.
- In addition, the strategies are tools for creative learning that teaches how to integrate those concepts and ideas into the pathfinders' assignments.





Teaching the Pathfinder Curriculum Creatively

- Recognize that each pathfinder learns differently
- Know the learning styles of the pathfinders in your class.
- Build relationships with pathfinders in your class





Teaching A.Y. Honor



- Know the children that you are working with
- Research the Honor yourself and be thoroughly acquainted with requirements
- Now you may use the following method which was created by the Scouting movement.
- **The EDGE Method**
- **a four-step method for teaching a skill:**
 - Explain
 - Demonstrate
 - Guide
 - Enable



Teaching A.Y. Honor

- Keep honor at the level of kids in your class. (You will have to adjust requirements to suit maturity level of class. NO CHILD LEFT BEHIND)
- Make sure that material is readily available.
- If making an object or dish or painting etc., be sure that you are capable of doing it yourself.





Let's Share

- Choose one aspect of the Pathfinder classes to teach, plan a one-day lesson – e.g., an honor (10 mins)



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Materials Needed

- (need curriculum of various classes – group by classes taught)





**Moment of Truth (where do I put
the test???????)**





**Regroup
& Share**





Food for Thought



If a child can't
learn the way we
teach, maybe we
should teach the
way they learn.

Ignacio Estrada

Everybody is a genius. But
if you judge a fish by its
ability to climb a ladder, it
will live its whole life
believing it's stupid.

Albert Einstein



May the Lord bless your ministry!



YOU Make
a Difference

