

Learner-Centered Facilitation:

Instructional Techniques for Higher-Order Learning

Workshop Purpose

Experience alone does not produce highly effective instructors. Research shows participation in advanced developmental workshops separates the effective from ineffective instructors. This workshop models and delivers instruction in learner-centered, interactive techniques to motivate, engage, and facilitate higher-order learning. It creates leaders who can further their own development and conduct training and education events that instill decision-making, adaptability, and critical thinking abilities in their students.

Learning Outcomes

This workshop will enable participants to:

- Apply the theory behind innovative methods of instruction.
- Lead multiple types of reflection exercises and recognize cognitive biases.
- Employ critical reflection, critical thinking, and crucial action.
- Facilitate learning using various interactive, learner-centered methods, such as decision-forcing cases, wargames, tactical and ethical decision games, terrain-model exercises, role-play, and other experiential exercises.

\$22,000
per week for 20
Participants

This workshop may be purchased as a two-week course or as two one-week courses (Days 1-5 & Days 6-10) for up to 20 participants. The cost is \$22,000 per week and is inclusive of all materials, instruction, and travel expenses.

50% off
Second Week

If both weeks are purchased as back-to-back workshops, a 50% discount will be given for the second week.

\$800-1200
Tailored Coaching

Tailored, advanced coaching to plan and/or develop courses is available after the workshops. Daily rates vary from \$800 to \$1200 per day and depend on the instructional specialty required. Discounts are available when purchasing advanced coaching in bulk quantities.



Sample Course Outline

Day 1	Understanding the Adult Learner Theoretical foundations of adult learning
Day 2	Establishing the Learning Environment Setting the conditions for higher-order learning
Day 3	Encouraging Critical Thinking Defining and developing the purposeful practice of critical thinking
Day 4	Tactical Decision Games, Terrain Model Exercises Developing and facilitating TDGs and TMEs for decision making and the application of critical thinking in complex environments
Day 5	Decision-Forcing Cases, Wargames Developing and facilitating DFCs, wargames for strategy development, adaptability, implications, and solutions
Day 6	Program Planning Designing and developing program plans
Day 7	Political Savvy Organizational culture, communication, and effectiveness
Day 8	Community of Practice Continuing the individual and institutional growth and development
Day 9-10	Group Facilitations Capstone experience in experimentation with workshop concepts

