“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
- Logical
- Role model
- Reliable
- Learner
- Approachable
- Passionate
- Mentor
- Facilitator
- Imaginative
- Knowledgeable
- Leader
- Efficient
- Patient
- Flexible
- Enthusiastic
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

www.lifeschool.xyz
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 intraperson
Teaching Styles

What is teaching style?

- 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.
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
<table>
<thead>
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<tr>
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<td>6</td>
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<td>7</td>
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<tr>
<td>10</td>
<td>Guide</td>
<td>Frontier Guide</td>
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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

**Preparation**
- research
- consume
- immerse
- gather

**Incubation**
- explore
- experiment
- synthesize

**Illumination**
- Aha!

**Evaluation**
- Reflect
- Criticize
- Assess

**Implementation**
- work
- work
- work

Stop Waiting, Start Creating
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)
Materials Needed

• (need curriculum of various classes – group by classes taught)
Moment of Truth (where do I put the test??????)

Assessment
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!