

Friesen, Kaye and Associates



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The Experts in Knowledge Transfer
and Workplace Performance

Developing Instructor-Led Learning

Are you creating learning initiatives specifically to be delivered in a traditional classroom and looking to add more variety? This program gives instructors and course developer's in-depth, step-by-step templates for the design and development of face-to-face group instruction. It ensures your learning programs are performance-based, interactive, challenging, and stimulating to the learner.

Who Should Attend?

- New course designers and instructors who want to develop a variety of presentation methods and application exercises for face to face group instruction.
- Experienced course developers who have had experience in general course design and now need step-by-step templates for a variety of instructional methods.

Key Benefits

1. Learn from the best instructors in the industry who are also experienced instructional designers.
2. Practice developing a variety of classroom activities.
3. Accelerate the process by using effective decision tables and easy-to-follow templates.
4. Small classes ensure you get individual attention and expert feedback.
5. Take home well-crafted materials, including Word templates that support learning during the program and will be useful references and tools later.

Post-Learning Sustainment

As a participant in an FKA program, you are entitled to complimentary Post-Learning Sustainment:

- **Transfer Strategy:** one-hour online, live-facilitated coaching session (2-3 weeks post program) to maximize and reinforce learning.
- **One-Year Hotline:** connect with our experts to discuss your learning initiatives, lessons learned, successes, challenges and best practices.

Developing Instructor-Led Training

Objectives

Upon successful completion of this program, you will be able to:

- Define the components of the Systematic Learning Process.
- Identify phases in the FKA ISD model.
- Describe the Model of Performance.
- Select/adapt an icebreaker.
- Make decisions for application method, structure and feedback.
- Create a quiz.
- Discuss the effective use of games.
- Create a practical exercise.
- Develop scenarios/case studies for analysis by learners.
- Discuss the design of role plays.
- Create a reading assignment.
- Plan an interactive presentation.
- Develop media for an interactive presentation.
- Outline a demonstration.
- Discuss peer-assisted methods.

Agenda

The outline and agenda are provided by the facilitator on Day 1 of the program.

The program is frequently customized, and the agenda would reflect that customization.

