DEVCONF.cz

Six principles related to how you teach and learn

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AGILE COACH

- Coaching
- Mentoring
- Facilitation

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TRAINING LEAD

- Foundational Agile
- Intro to Scrum
- Intro to Kanban
- Retrospective Workshop
- User Story Mapping Workshop
- Product Owner Workshop
- OKR Workshop
- Agile People Manager Workshop

VIRTUAL OR F2F LEARNING

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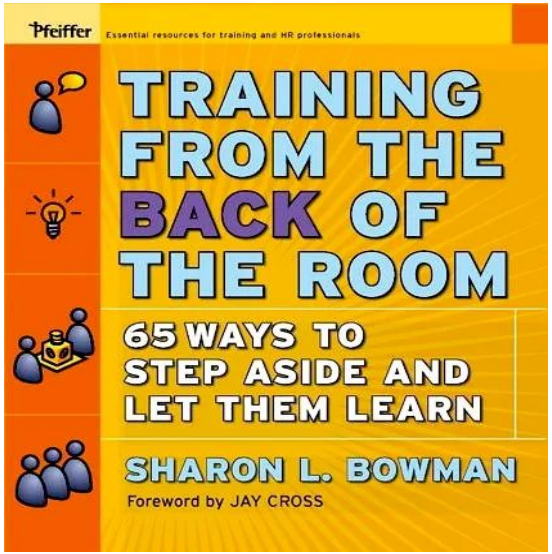
Pfeiffer
Essential resources for training and HR professionals
TRAINING FROM THE BACK OF THE ROOM
65 WAYS TO STEP ASIDE AND LET THEM LEARN
SHARON L. BOWMAN
Foreword by JAY CROSS

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Movement trumps sitting

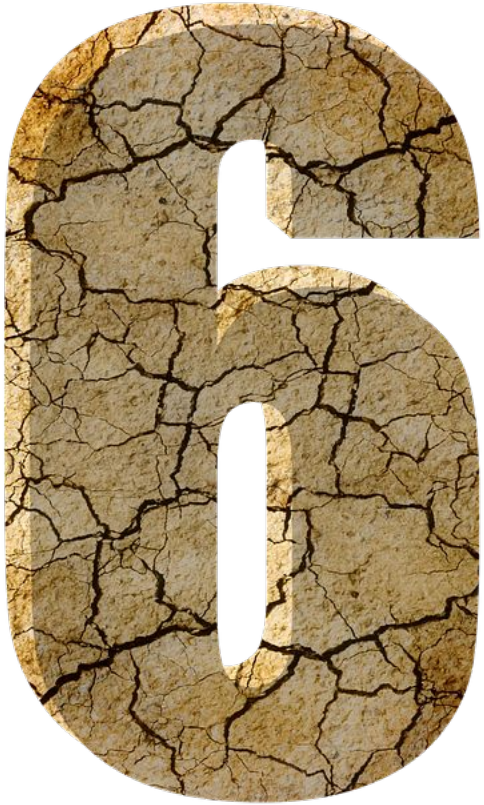
Different trumps same

Talking trumps listening

Shorter trumps longer

Images trumps words

Writing trumps reading



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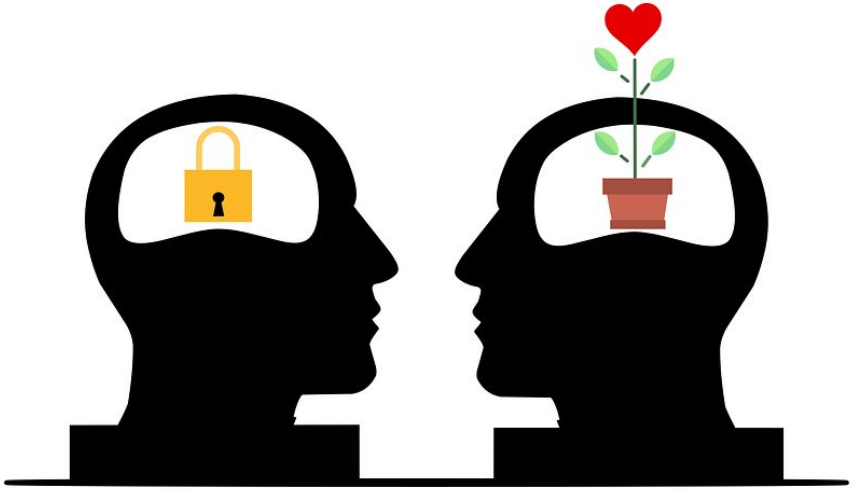

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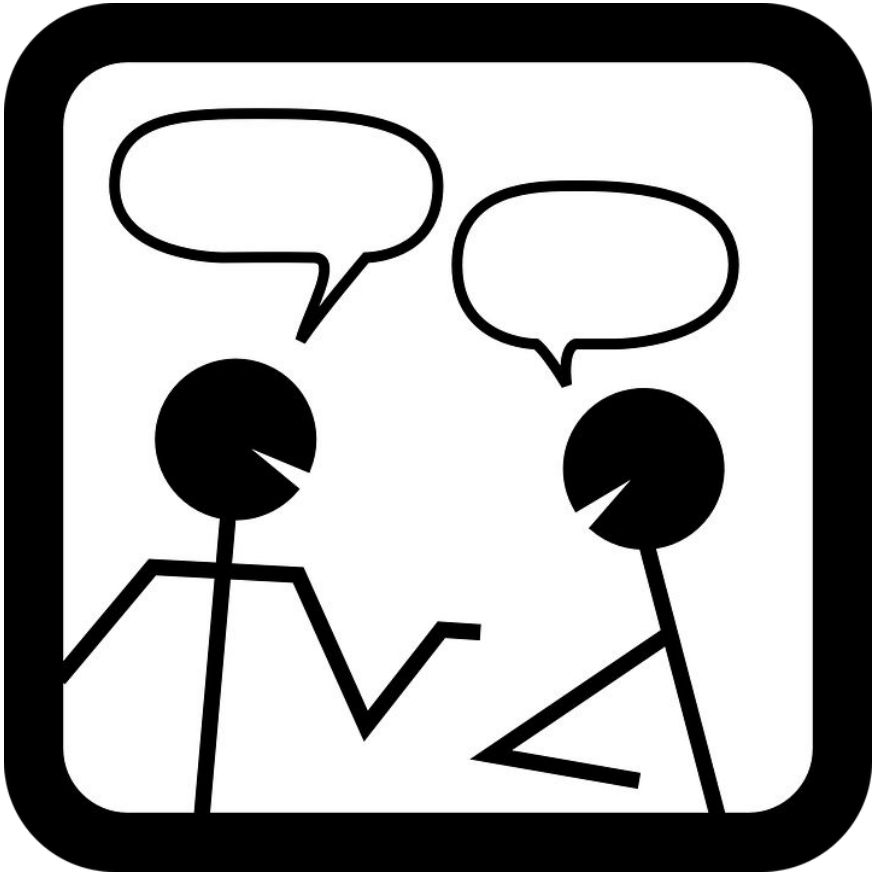

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Learning Outcomes

We should NOT write learning outcomes using “learn”, “know”, “understand”

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By the end of this class participants will…
Understand this…
Learn that…
Know this and that…

We should write learning outcomes with focus on observable behaviors

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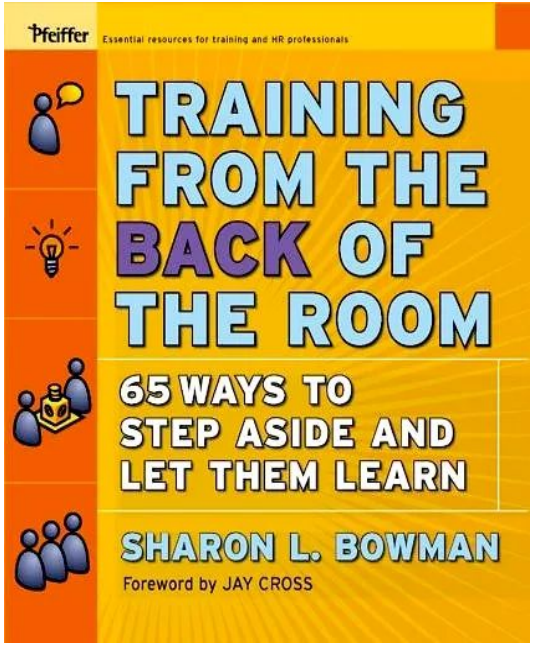
By the end of this class participants will...
Create this...
Identify that...
Present this and that...
Discuss that

Teach people what they need to know

Take aways

- Think about movement and making it different
- Create shorter learning segments and use images
- Make participants write and talk
- Don’t write learning outcomes using “learn”, “know”, “understand”
- Start with the end in mind (focus on observable behaviors)
- Teach people what they need to know



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