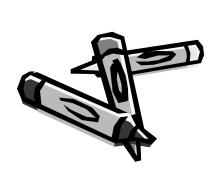
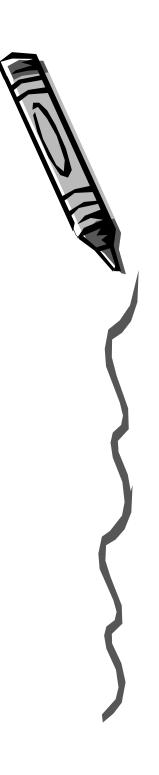


Introductions

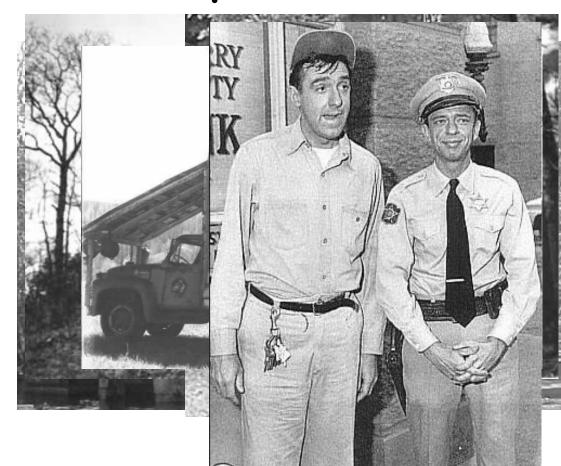
- · Producer Shayne Harrison
- · MC Kelly Satterfield
- · Judge Lisa Satterfield
- · Technodweeb Billie McNamara





Two teams will compete for fabulous prizes!

- ·Castle in the Sky
- Fully-equippedRecreational Vehicle
- ·Bathroom Makeover
- ·Cruise on a Luxury Liner
- ·Spend a Day with Celebrities





Rules

- Play in the style of Family Feud, with a twist!
- All questions and answers relate to Effective Trainer Skills, which is our topic for tonight.
- All answers can be found on the sheet of terms you've been provided.



What is the Family Feud Style?

- · Each question has 5 answers.
- The answers are presented in order of popularity OR according to ranking by expert research.
- Each team will have the chance to answer one question at a time by giving the terms AND definitions. Teams will take turns.
- Each answer must be presented by an individual team member when called on, not by your group.

Family Feud Style, continued

- 3 wrong answers your team loses control.
- The team that completes the board gets ALL the points for that round.
- BONUS round each team will pick one person to play.





Credits

- · Game courtesy of Billie McNamara's snoopiness (www.mightythings.com).
- Research notes provided to you by Kelly Satterfield.
- · Closed captioning provided by Sophie.
- Wardrobe provided by Jones of Greenback.
- Technology supported by duct tape and prayer.

Feud 2003

Question #01

Name and Define the Top 5 Learning Styles

- 1.) Multimodal combination of learning styles
- 2.) Kinesthetic physical or hands-on
- 3.) Read/Write ability to comprehend written material and synopsize it properly
- 4.) Visual seeing
- 5.) Aural/Audio hearing

Question #02

What communication skills are the most important for a successful trainer?

- 1.) Active Listening Skills
- 2.) Knowing when to ask the right questions
- 3.) Ability to facilitate and encourage independent thinking
- 4.) Understanding the elements of conflict
- 5.) Platform skills (ability to speak, gesture, eye contact)

Question #03

SMART learning objectives are...

- 1.) Specific
- 2.) Measurable
- 3.) Attainable
- 4.) Results-oriented
- 5.) Time-focused/Time-oriented

Question #04

Name and Define the 5 parts of the ISD Model.

- 1.) Analyze
- 2.) Design
- 3.) Develop
- 4.) Implement
- 5.) Evaluate

Feud 2003

Question #05

Action Research Steps -- define

- 1.) Planning
- 2.) Action
- 3.) Evaluation
- 4.) Reflection
- 5.) Do it again!

Question #06

Bonus Round: Is it an assumption or opinion?

- 1.) Assumption
- 2.) Opinion
- 3.) Opinion
- 4.) Assumption
- 5.) Assumption

Glossary to Accompany

"Learning Team Feud Game - Effective Trainer Skills"

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Ability Proficiency

Ability grouping Cognitive Academic Language Learning

Ability to facilitate and encourage Approach

independent thinking Commission on Adult Basic Education

Abstract reasoning Competency-based assessment
Accommodation Comprehensive Adult Student

Accountability Assessment System

Acculturation Comprehensive Employment and

Action research Training Act

Active Listening Skills

Constructed response item

Active vocabulary Cooperative learning approach

Adult learner Countable outcomes

Adult Basic Learning Examination Criterion-referenced assessment

Advocacy Data-gathering

Affective objects

Decision-Making

Affricates Design
Develop

Alternative assessment

Distance Learning

Alternative schools Educational Resources Information

Analyze Center

Anchor tests EFF Standards

Andragogy EFF Content Standards
Assessment EFF Performance Standard
Assumption Equipped for the Future

Attainable Evaluate

Aural/Audio Formative assessment

Authentic assessment Fricative

Basic English Skills Test Bit Grade Level Equivalent

Basic Skills High-stakes test

Basic Interpersonal Communication Human Resource Development System

Skills
Benchmark
Impacts

Broad Area of Responsibility
Cognitive Academic Language
Implies
Implies
Implies

Glossary to Accompany

"Learning Team Feud Game - Effective Trainer Skills"

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Information Literacy Resulting Action Information Infrastructure Results-Oriented Role indicators Internet

Key Activity Role map **Key Purpose Rubrics** Kinesthetic Scale scores

Knowing when to ask right questions Selected response item

Semivowel **Knowledge**

Skill Standard Laubach Literacy International

Skill Learning outcomes Literacy **Specific**

Literature-based approach Standardized testing

Measurable Student or learner-centered instruction

Multiliteracies Student performance level (SPL)

Multimedia Summarizing data

Multimodal Summative assessment

Test of Adult Basic Education Nasal **National Literacy Act** The Health Education and Adult

Literacy (HEAL) Project Natural approach

Time-Focused/Oriented Norm-referenced test Total physical response **Opinion**

Understanding elements of conflict **Participatory Education**

Validity Performance accountability Visual Performance assessment Voiced Performance standards

Voiceless Phonemic awareness

Whole Language Approach Platform skills

Practitioner Dissemination and

Problem or topic identification

Quality of life Read/Write

Research network

Reading Evaluation Adult Diagnosis

Reliability