



## ST. PAUL WORKSHOP AGENDA

August 4 -5, 2009  
Crowne Plaza Hotel  
11 E Kellogg Blvd.  
St. Paul, MN

### Day 1: Tuesday, August 4, 2009

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#### **Session One**

9:30 – 11:30 a.m.

- Rules of Teaching
- Nine Principles of Learning (RAMP2FAME)
- Learning Domains
- Types of Learners
- Interactive Learning Cycle

#### **Session Two**

2:30 – 4:30 p.m.

- Factors to Consider When Using Games
- Writing Objectives
- Disclosure
- Using Technology



## Day 2: Wednesday, August 5, 2009

### **Session Three**

9:30 – 11:30 a.m.

- Other Teaching Games
- Group Work

### **Session Four**

2:30 – 4:30 p.m.

- Group Presentations
- Closing

### **Learning Objectives**

- Participants will be able to list the Five Rules of Teaching and give an example of their importance.
- Participants will be able to list the nine principles of learning.
- Participants will be able to list the three Learning Domains and give an example of a game that utilizes each.
- Participants will be able to list at least six different types of learners and give an example of their learning needs.
- Participants will be able to explain the Interactive Learning Cycle.
- Participants will be able to list three factors to consider when using games to teach.
- Participants will demonstrate an ability to write learning objectives for games that teach.
- Participants will be able to list and discuss three uses of modern technology when using games that teach.
- Participants will demonstrate the ability to facilitate a teaching game relating to HIV Prevention and discuss the learning objectives for the game as well as the types of learners for which it would be well suited.