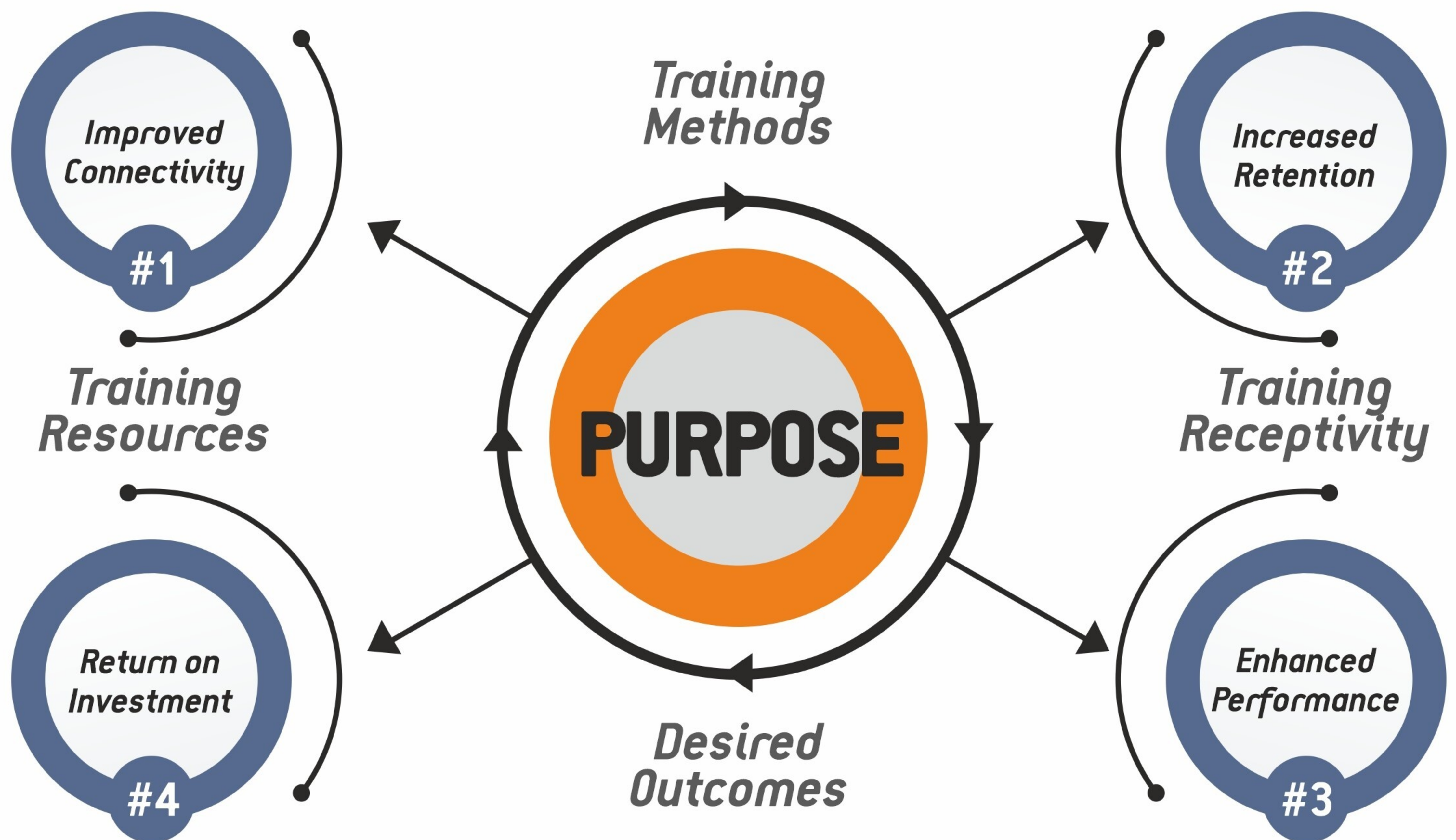


# BEST PRACTICES TRAINING MODEL



## Training Resources

### Administrative Support

- Sufficient budget / Staffing

### Trainers / Facilitators

- Appropriate subject matter expertise
- Trained role players

### Facilities & Equipment

- An environment conducive to learning
- Safe & sufficient for training
- Full range of appropriate presentation tools
- Break-out areas

### Total Training Package

- Lesson plans w / learning activities & visuals, etc.
- Quality walk-away materials (handouts)
- Expanded course outlines w/ learning objectives

## Training Methods

- Facilitated Activities
- Self-directed Learning
- Learner as Teacher
- Role play
- Scenarios
- Small Group
- Demonstration & Drills
- Field Training (FTO)
- Train-the-Trainer
- Games & Gaming
- Computer Simulation
- Interactive Media
- Simulators
- Case Studies
- Virtual Reality
- Visualization / Imagry
- Video/Audio
- Flip Chart Techniques
- Guest Speakers / Keynote
- Lecture
- Interactive Handouts
- Competition
- Storytelling
- Q and A

## Training Receptivity

- Student as Stakeholder
- Pre/Post Assessment
- Participative
- Testing / Validation
- Trying / Participation
- Motivation
- Performance Evaluation
- Practical Application
- Experiencing
- Demonstrate Skills

### R-I-D-E-M

- R elevance
- I nvolvement
- D iscovery
- E xperience
- M odeling

### Learning Styles:

- Tactile
- Kinesthetic
- Auditory
- Visual

## Desired Outcomes

- Knowledge, Skills & Abilities
- Tactics & Safety
- Attitudes
- Ethics & Values
- Principles
- Judgement / Decision making
- Competency
- Techniques
- Change through growth

### Learning Domains:

- Psychomotor Skills
- Cognitive Learning
- Affective Learning