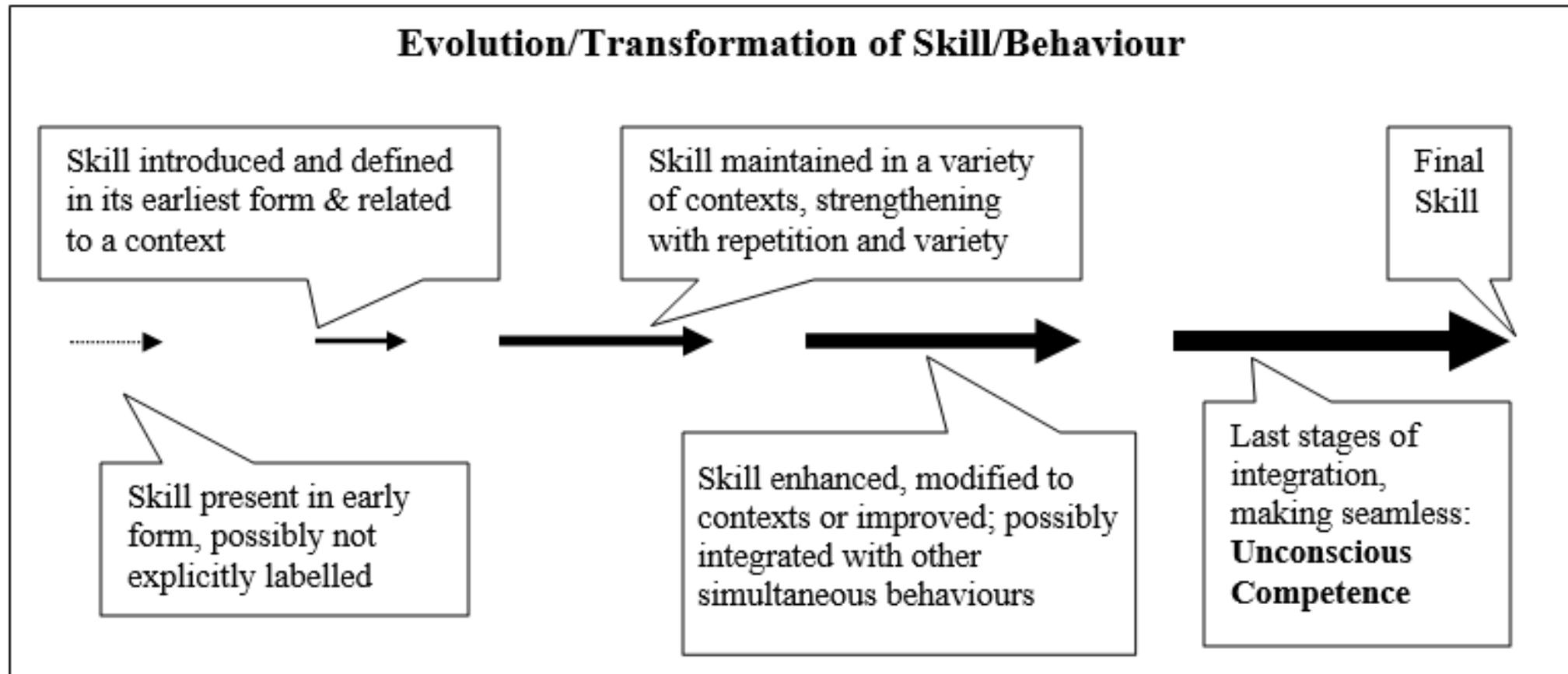
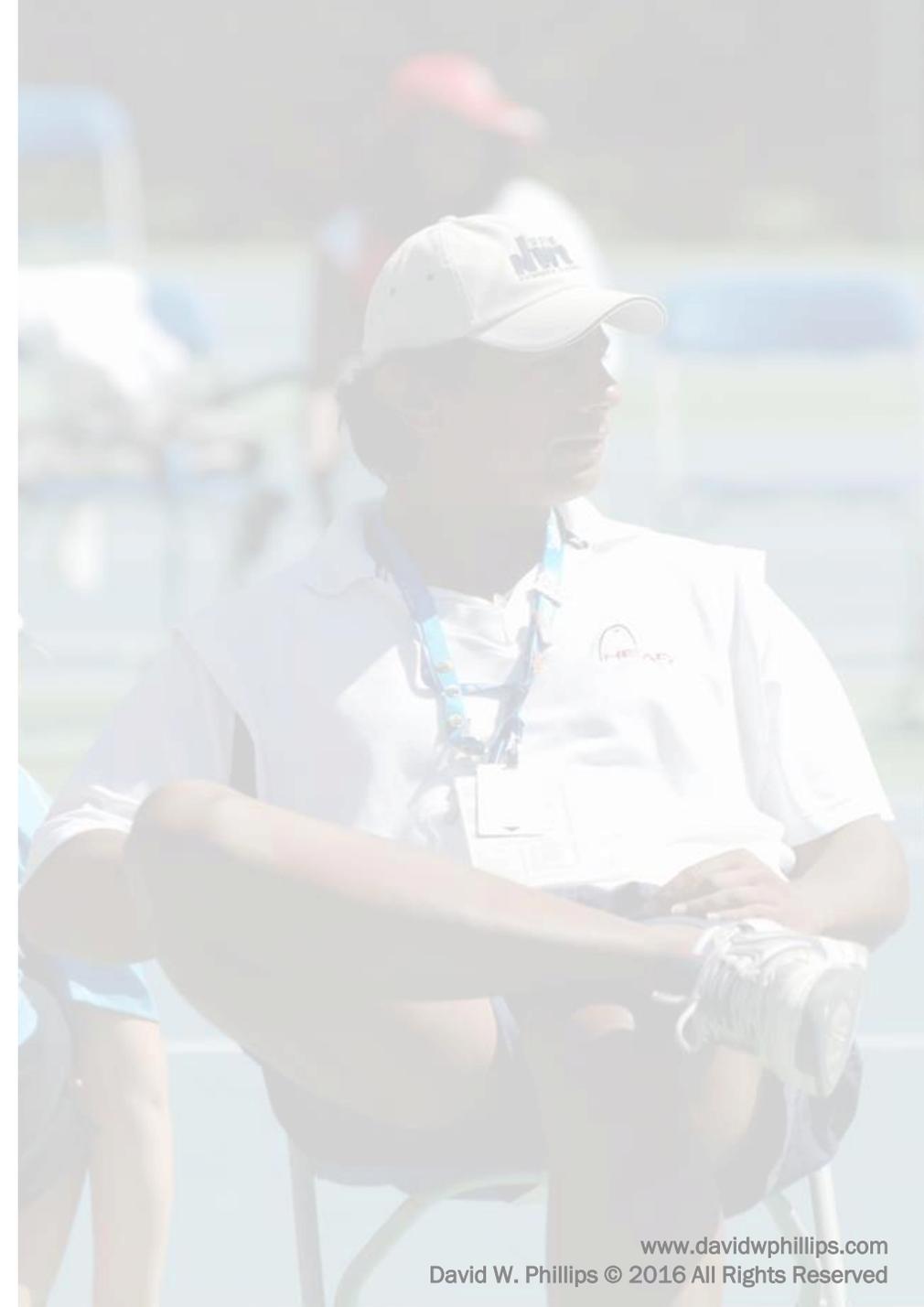
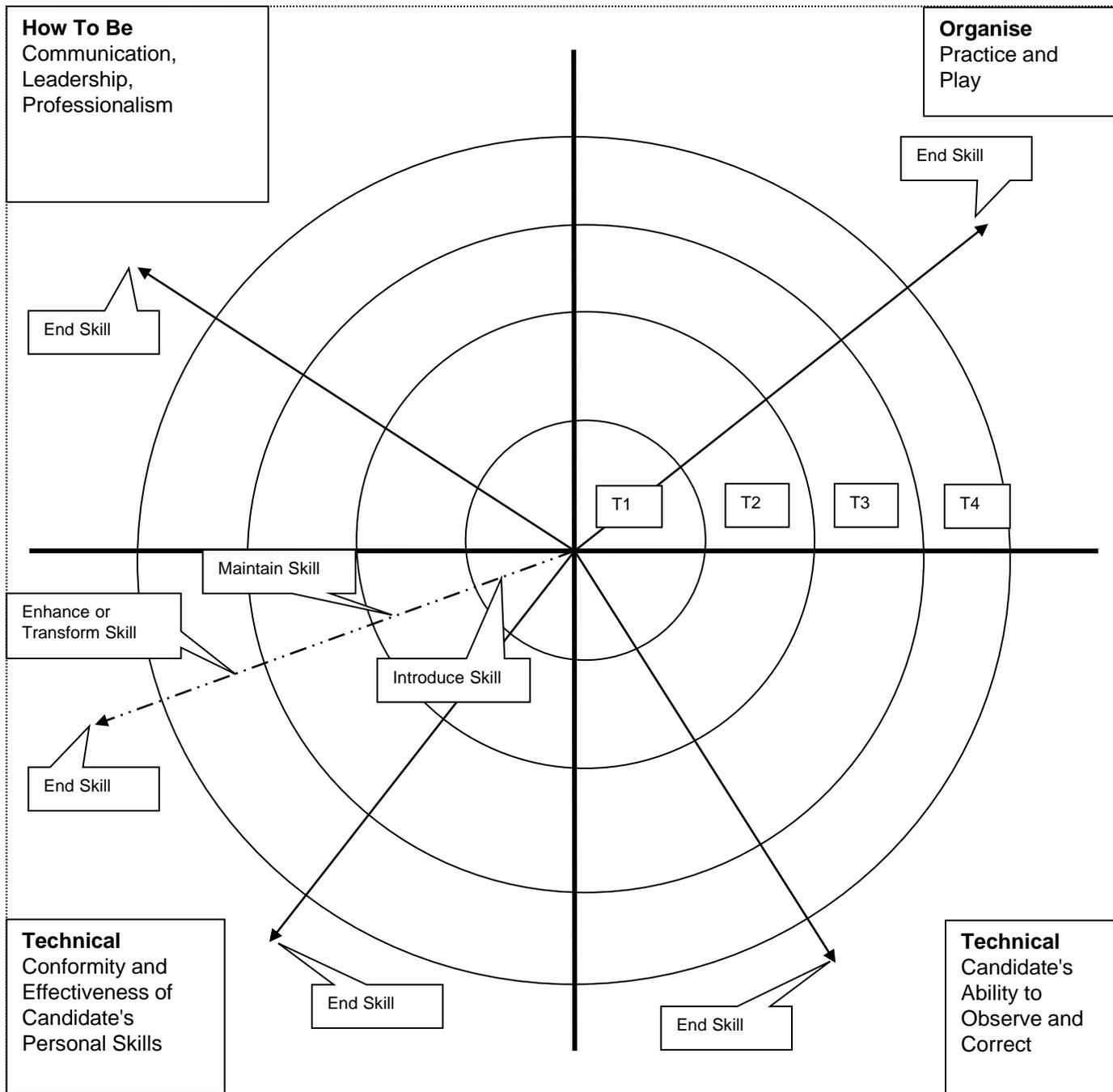


PRACTICING (LITERALLY) WHAT WE PREACH

Develop Learner Centred Instructors with a Learner Centred Facilitator Methodology

Unpacking course candidate skill evolution





Model professionalism,
communication and
motivation

Model effective
demonstration and
explanation skills (e.g.,
word and image together)

LF Pedagogy

Model observation and
feedback

Utilize common playing
activities to learn course
concepts

Facilitator Methodology = Candidate Methodology		1	2	3	4	5
1= Not at all 2 = Developing 3 = Consistent/Satisfactory 4 = Quality 5= Outstanding						
Present the Topic & Emphasize the Skill	Sells each new topic by connecting it to a particular competency or the overall unfolding of the course					
	Executes technical elements of the demonstration correctly					
	Maintains eye contact with participants during the demonstration					
	Directs the attention of the athletes to a particular focus (e.g., technique, tactic, process, outcome)					
	Demonstrates what not to do (i.e., provides a negative example)					
	Checks participants for understanding and agreement					
	Amount of information provided by the coach was appropriate (e.g., clear, short, accurate)					
Set-up & Run the Learning Activity	Uses a representative grouping to explain, demonstrate and begin to form the learning activity					
	Organizes activities (i.e., forms the group) in a manner which maximizes activity and participation					
	Ensures that participants use all the appropriate materials and teaching aids					
	Encourages participation through questions and discussions from the group by using non-directive approach					
Feedback & Skill Transformation	Uses names when a question is asked and repeats the question before responding					
	Circulates while providing feedback (i.e., scans the entire group constantly and intervenes when necessary)					
	Is able to transition between group and 1-on-1 discussion					
	Praises the skill when being performed correctly					
	Provides a correction in an encouraging manner when the skill is not being performed correctly					
	Provides frequent feedback in a manner that is constructive and clearly defines the transformation necessary					
	Provides frequent feedback in a manner that is consistent with what is expected of the participants					
Seal the Skill	Uses reflective exercises to wrap-up the module before presenting the next topic					
	Learning activities flow logically, respecting proper progression of the material					
	Connects each topic to the overall story of the course					
Comments	<p><i>Adapted from Coaching Association of Canada</i></p> <p><i>Courtesy of Tennis Canada Learning Facilitator Development Process</i></p>					

Developing HOW we behave alongside WHAT we do

Create learning environments that build each candidate's confidence and self-esteem in relationship to both their ability to "teach" and their ability to "do".

As the course progresses, a reflection of the LF success in achieving this task can be noticed in the increasing level of engagement from candidates with the material and the diminishing energy (e.g., motivational, physical, disciplinary) that is required on the part of the LF to manage the activities and learning moments.

One approach to LF manual development

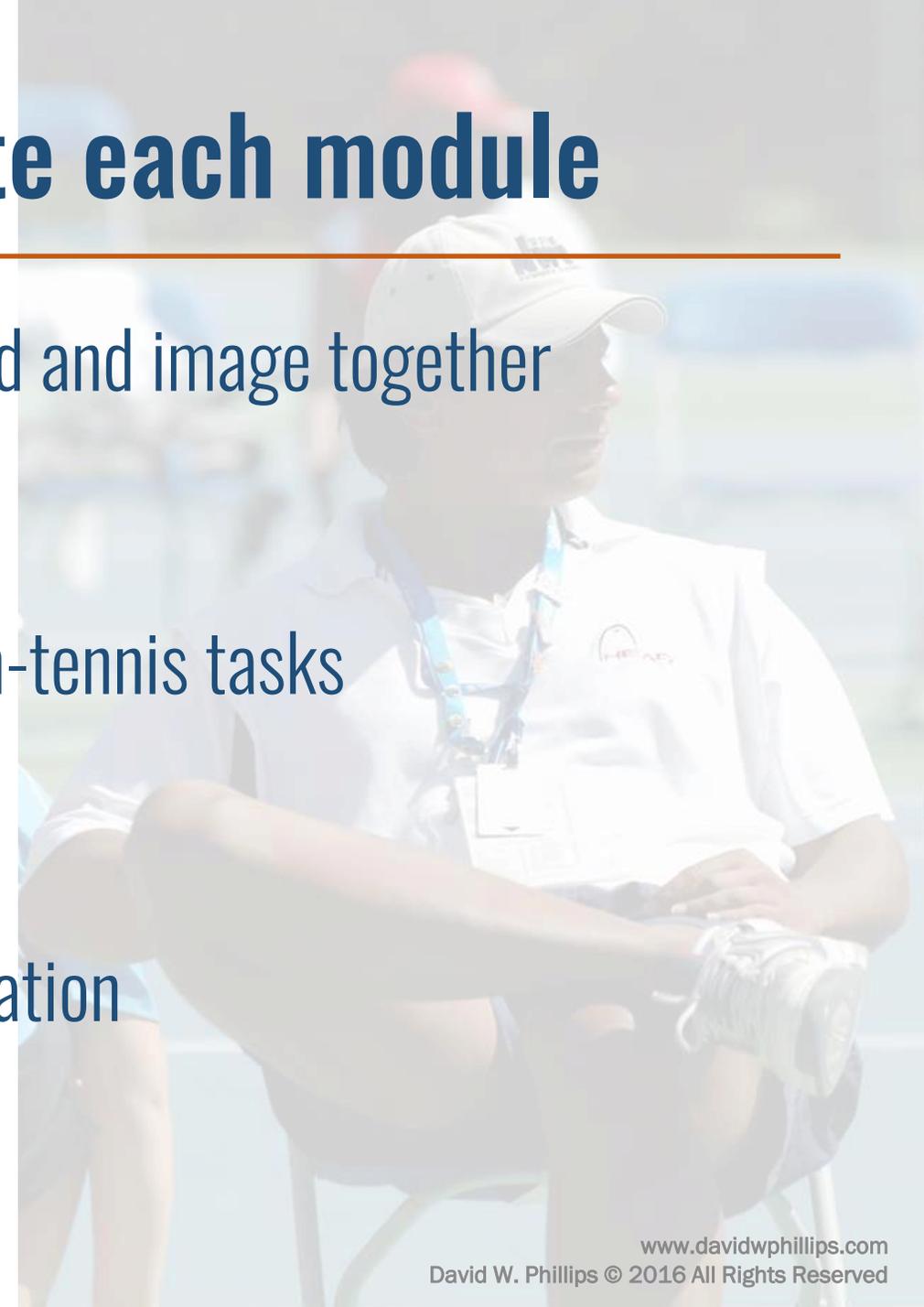
- Determine categories of competencies
- Identify specific competencies within each category
- Identify stages of competency (i.e., unconscious incompetent → unconscious competent) by defining the starting point (i.e., the most "basic" element) and plotting through an evolution/transformation (i.e., along a trajectory).
- Link competencies to the "unfolding" of the course.
- Determine the order of content presentation (which also determines the physical and intellectual environment the LF must create and respond).

- Setting the stage, the physical environment
- Specific skill trajectories
- Forming
- Feedback
- Retention: "sealing" the skill
- Enjoyment and improvement: course candidate



Determine skills that permeate each module

- Create a desire to learn, sell a topic AND word and image together WHICH BECOME simulate and stimulate
- Modeling proper conformity in tennis and non-tennis tasks
- Scanning an activity AND observing a skill
- Communication AND leadership AND organisation
- Walking your talk AND professionalism



Guiding principles (1)

To be in a fun environment (non-tennis specific) which explores teaching styles (i.e., pedagogy) as well as learning styles (i.e., both their own and their fellow candidates) while building relationships (i.e., a sense of community) with each other (names, laughing, ability to be "silly", ability to be "vulnerable", ability to take risks).

Guiding principles (2)

To explore FUNdamentals in games where they begin to get a sense of how to manage groups, create a desire to learn, organise play and challenge/progress. Emphasizing the concept of FUNdamentals shows candidates how to develop athletic and tennis-specific skills through non-specific games which maintain the interest and enthusiasm of the students (enjoyment and improvement). This is super important since success is linked to repetition of simple skills (fundamentals) which become "boring" quite quickly in the learning cycle.

Guiding principles (3)

To understand conformity and effectiveness by first relating these concepts to their personal skills (both for purposes of demonstration teaching skills and for their demonstration evaluation) and then expanding this notion to include observation and correction skills.



The learning facilitator ought to (1)

Respect topic in terms of:

- What skill is being introduced?
- What skills/behaviours are being maintained?
- What skills/behaviours are being transformed?
- “Park” comments and, in particular, YOUR observations, and use your praise and feedback (i.e., both the manner in which you provide them with and in terms of specifically what you say) to reinforce and strengthen your MAIN points of focus.

The learning facilitator ought to (2)

Facilitate the candidate's skill evolution in the same manner that you would challenge a drill.

In other words, you must evolve step by step the complexity of the context you present (i.e., the environment) for skill execution, observation and correction of the end skill.