

Handout from the workshop

Date & Venue:

- 30.06.09, Don Bosco - Library

Trainers:

Thomas, Pac, Presious, Peter and Ethian

Participants:

Don Bosco teaching staff

Goals:

- Inform the don bosco instructors about different possibilities of teaching and motivating students
- Inspirations for teaching

Program:

Session 1: 8am – 10am - Introduction

Welcome remarks and Introduction of the workshop facilitators (Br. Walter)

Introduction into the workshop program (Thomas)

Game: Contact game (Ethian) *(look at page 6)*

Drama: One is the instructor and has to motivate students (all the other instructors)!(Precious)

- After the drama, we give feedback and discuss in small groups, how can we motivate students? *(look at page 4)*
- Abstract the results from the group discussions on the flip chart.- 5 min presentations for four groups
- After presentation, the workshop trainer gave very positive feedback to the one, who was presenting. This gives a lot of encouragement and confidence for the one who was presenting. Next time he will automatically try to give more than this time, to get good feedback again!

Break with snacks (30min)

Session 2: 10:30am – 12:30 – Resource person talk and team work

Game: Triangle game (Precious) *(look at page 5)*

Surprise: Resource person talk from Mr. Mbobo about the teamwork of the Police in Malawi.

Lunch break (45min)

Session 3: 13:15am – 2:30pm – Teaching methadologies

Power point presentation about teaching methadologies on the example of IT3 (Thomas)

(look at page 5-11)

Teaching materials:

- Evaluation papers to get feedback from the students
- Contract with myself to make the student confident and responsible for the group

(look at page 12-17)

Tea break (20min)

Session 4: 2:50pm – 4pm - Spiritual reflexion

Feedback (Thomas)

Ending of the workshop (Thomas)

Importance of motivating students

Following points are the results from the group discussions:

- It gears students to a hard working spirit
- Improves cooperation between students and teacher
- Improves the performance
- Gives recognition (students realize how much they are valued)
- Gives students the target to learn more
- Arousing interests
- creates a good learning ambient
- Students discover objectives in their studies
- Easy to teach such a class (motivated students)
- It increases/improves students active participations
- It makes learning process easy for both teachers and students
- Learning time is used wisely and effectively
- It improves students – teacher relationship
- To put them in a mood of learning and to win their concentration
- To mould them to become professionals in their field
- To assist students to discover their goal
- To build confidence in the students

Ways of motivating students

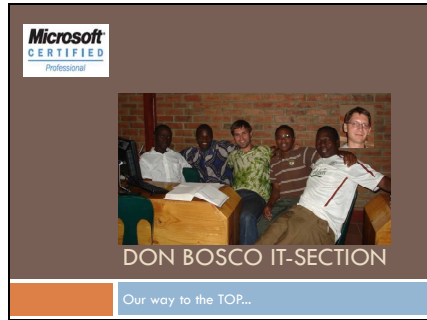
Following points are the results from the group discussions:

- By praising their mini achievements
- Giving words of encouragement / Comments – good comments
- Involving them actively in the process of learning
- Organizing class tests in a form of competitions / introducing incentives / Giving trophies to best students
- Living by example
- Organizing educational visits
- Adapting teaching methodology that encourages students participation in group work
- Going beyond teaching by looking at their personal lives
- Giving them necessary appreciation when they deserve
- Giving them an awareness and the goodness that can come along with their professions
- Active participation
- Orientation
- Reinforcement
- Show the students that they know something
- Activities – games, stories
- Teacher initial preparation
- Calling students by name
- Talking of appreciation
- Interacting with students
- Inciting role model
- Speaking good of the subject matter
- Educational(field) visits
- Guiding students

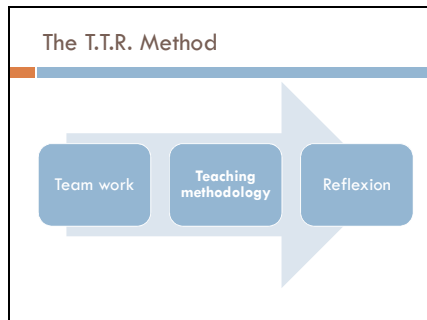
IT-Section Teaching methodologies

Power Point Presentation

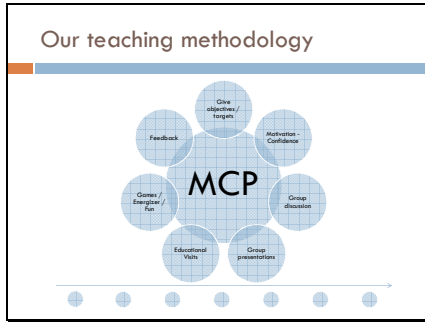
Slide 1



Slide 2



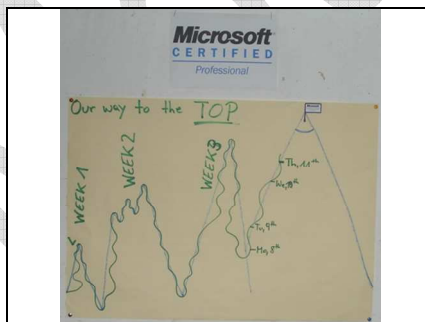
Slide 3



Slide 4

-
- Give objectives / targets
- Why is it necessary to have a target?
 - Why do you want to reach the target?
 - Where do you stay, where do you want to go?
 - What is remaining to reach the target?
 - Focus on the target!


Slide 5



Slide 6

The power of Motivation and Confidence


- "Everything what we do, starts first in our head"
- Before a sports person goes for a competition, he is preparing himself with a mental trainer.
- The instructor is the mental trainer for the students!
- We can archive much more, when we have the correct attitude and way of thinking!
 - ▣ Workshop with the Scottish college!
 - ▣ The instructor is the mental trainer for the students!




Slide 7

The power of Motivation and Confidence

"If the teacher is indeed wise, he does not bid you to enter the house of his wisdom, but rather leads you to the threshold of your own mind"


- Why is motivation more important rather than intelligents?
- Methods to motivate students?
- Give confidence to the students!
 - ▣ "Contract with myself..." 



Slide 8

Group Discussions


- Participants are thinking deeply about the topic.
- Brings in a lot of different views about the topic.
- Everybody is active and participating



Slide 9

Group Presentations

- Brings in a lot of different views to the topic.
- Students are forced to give their best for each other!
- The group members are automatically pushing each other to improve more and more.
 - Everybody can benefit from each other!



Slide 10



Slide 11




Slide 12



Slide 13

Educational visits


- Gives a practical picture of the future work.
 - ▣ Helps to focus on the target (a good workplace)
- Links the theory to the practise
 - ▣ Easier to study topics, which you have seen in reality
- Advertisement for our work
 - ▣ Our college gets a name in the industry
 - ▣ Link students to companies



Slide 14

Games / Energizer

- Make you active
- Refreshes the body and brain after a long period of studding
- Helps you, to concentrate better
- Improves the group dynamic
- Makes fun



Slide 15



Slide 16



Slide 17




Feedback


- Gives confident to the students
- Show them the way to improve
- Evaluate them self

A horizontal line with seven colored dots below it. The first five dots are orange, and the last two are blue.

Slide 18

Feedback

- After a teaching method... 
- After a presentation... 
- After a periodic of time... 



Slide 19


The End – We have reached the TOP



Slide 20

The End

- Any Questions?
- Thank you very much for your attention!



Games

The spider net:

The teacher is creating a spider net with ropes between two trees. Important is that this net has as many holes as players. The players have to go through the holes without touching the net. If somebody is touching the net, he or she has to start again. The players are just allowed to use each hole once! The holes should have different sizes. To be successful it is important to help each other, so everyone should be an active part.

This game helps to reduce stoppages and barriers between the players.

It is assisting and activating communications.

It is assisting and developing cooperation.

It is assisting and developing the thinking about problems and the solutions for it.

The Gordian knot:

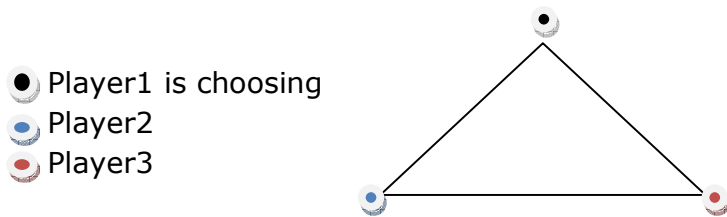
The players are standing in a circle and are closing their eyes. Everybody tries to grab with his hands, the hands of anyone else. They open the eyes again and now they try to untie or loosen the "knot" without losing or breaking the held hands. Here for the players have to step over and go under arms, twist and turn themselves.

The triangle:

1. Everybody in the room chooses two other people without saying them. So everybody tries to stand in an isosceles triangle with the other two he has chosen before, in which he is the right angle between them. That means that every player should have the same distance to the other two and he should stand in a right angle between them.

But that's not as easy as it sounds, because everybody in the room tries the same and so everybody will move through the room.

This game will show how important teamwork is, because when everyone tries on his own, there won't be an easy solution!



Contact Game:

Everyone gets a paper with some orders (everyone with different orders) and has to go through the room and has to find people for who the orders fit

For example:

- Find somebody who has not taken any breakfast today
- Find somebody who prefers rice to maize
- Choose a person and tell this person a joke
- Find a person who is older than you but not married
- Find a somebody who was born in December

And so on....

If you found a person for who it fits, he or she has to sign next to this order.

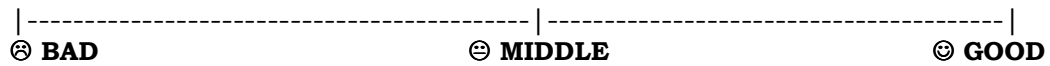
This game should help you starting the communication between each other. Especially when there are a lot of new people it helps to get rid of barriers and get known each other.

Easter Evaluation 2009

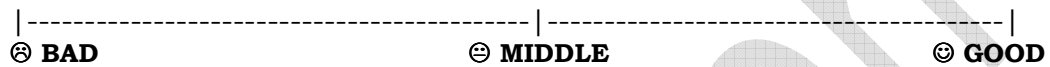
This paper should help us, to improve our section and support our course performance.

Please answer the following questions very honestly and give a good and objective feedback.

1. How is your feeling right now? (Please indicate it on the barometer.)



2. How do you like the atmosphere in our IT3 class?



3. How do you like our MPC course program?



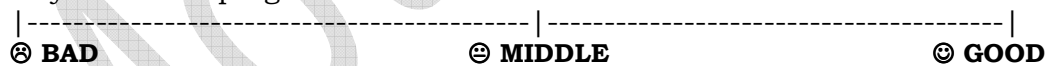
4. How satisfied are you with your performance in the studies?



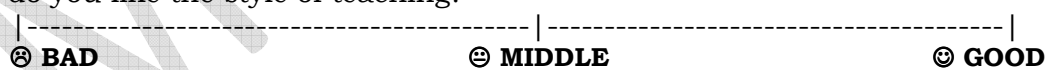
5. What do you have to do, that you will become more satisfied with your performance?

6. What are the difficulties, which you have to face during your studies (at home and in the college)?

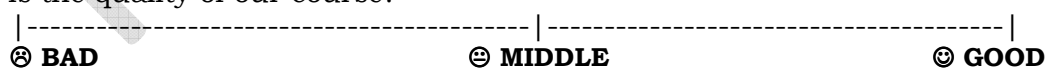
7. How do you see the progress of our course?



8. How do you like the style of teaching?



9. How is the quality of our course?



Evaluation paper:

If the students have understood it, they colored all or some smileys, if not less or none.

#	Exam Objective	Module-Section
1	Managing and Maintaining Physical and Logical Devices	
	Manage basic disks and dynamic disks.	☺ ☺ ☺ ☺ ☺
	Monitor server hardware. Tools might include Device Manager, the Hardware Troubleshooting Wizard, and appropriate Control Panel items.	☺ ☺ ☺ ☺ ☺
	Implement a RAID solution	☺ ☺ ☺ ☺ ☺
	Back up files and System State data to media.	☺ ☺ ☺ ☺ ☺

Feedback parameter:

Everybody is sitting in a circle and has to provide one personal item (mobile phone, keyholder, shoe...). The trainer is asking questions: How did you like the workshop? And according to your feeling, you can either put your personal item now to the middle or you put it closer to you outside of the circle. Closer to the middle means very good, closer to yourself means very bad. The participants can value by themselves, where to put it.

Contract *with myself*

With this contract I, **Mr. Banda Brian**, confirm,
to be very well prepared for the MCP Exam, due to my hard studies and much time, which I
spent in school, the past 6 month but especially the past few weeks!!!

Due to this, I'm proud of my commitment in the class, discipline in studies and high level of
IT knowledge, I have gained.

I'm also aware of the fact, that IT is a bright field and this Exam will be just the first step in
my IT-TECHNICIAN career.
Further studies and other exams shall follow.

I'm sure that I have done my best and will pass the MCP Exam
on 15-Jun-2009 - 01:30 PM.

My class colleagues will be my patrons for the exam and will support and help me in the
best way they can do, to achieve my and our all aim!

Signature patrons:

Name	Signature	Name	Signature
Banda Brian		Kizito Ernest	
Banda Kondwani		Makwinja Dickson	
Bomba Gideon		Malimba Kondwani	
Kamanga Harry		Mussa Ellen	
Kampala Raymond		Mwale Felix	
Kasunda James		Nyirongo Fracis	

Venue,

Date

Signature Mr. Banda Brian

Sources for more information:

Games and improving teamwork:

<http://www.buzzle.com/articles/how-to-improve-teamwork.html>

<http://wilderdom.com/games/InitiativeGames.html>

Motivation:

<http://www.howtodothings.com/education/a1892-how-to-motivate-students.html>

http://teachertipstraining.suite101.com/article.cfm/how_to_motivate_your_students

http://newteachersupport.suite101.com/article.cfm/how_to_motivate_students

Teaching methodologies:

http://www.euteach.com/euteach_home/euteach_curriculum/euteach_planning/euteach_guide.htm

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