

Topic: AE knowledge in Geography
03.02.2016

Length: approx. 7 hours of instruction

Key Concepts

- AE Theory
- AE Transmission into Schooling

Key Teaching Skills

- Assessing student prior and post-instruction understandings
- Setting up and running learning stations
- Managing materials

Activities and Timeline

M1

Time	Activity	Purpose
15 minutes	Introductions and agenda review	Informing participants about the day's purpose.
45 minutes	Pre-assessment on AE as a "resource" plus de-brief	Assessing participant's prior understandings and modeling this for their teaching.
45 minutes	Honey – Insect- newspaper review in groups	Introduces the concept and philosophy of AE and Shows some of the ways in which farmers "could" use AE-knowledge
70 minutes	AE philosophy stations and de-brief. Participants justify at each station why each property of AE is important for an individual mindset	Exploring the various properties of AE that make it such an important resource of knowledge. Explaining why the properties are important. Managing stations in the seminar room.
15 minutes	<i>Post-assessment, wind-up and workshop evaluation</i>	<i>Evaluation of participant understanding. Reflection on the morning experience.</i>

190 min / 3 St. 10 min

M2

Time	Activity	Purpose
15 minutes	Agenda second part "teacher & teaching"	Informing participants about the special issue. Pointing out duties of an AE teacher or trainer
45 minutes	Learning in School	Assessing participant's prior understandings and modeling this for their teaching.
10 minutes 45 minutes 15 minutes	Tree cut Video YouTube https://www.youtube.com/watch?v=6eUQchsTKVA	Video learning vs. practical training Video analysis skills training, interpretation training. Competence training towards sensitive experience

120 minutes	Article review, groups. World Coffee	Exploring the different learning types of people. Inductive and processual learning types are important for the development of AE transmission
15 minutes	<i>Post-assessment, wind-up and workshop evaluation</i>	<i>Evaluation of participant understanding. Reflections on the day's experience.</i>

245 min / 4 St. 5 min

M 3 (Practical Training)

Time	Activity	Purpose
2 hours	Practical Training	Practical experience
2 hours

1. Key Concepts and Skills for your workshop
2. Activities, Schedule and Purposes for the Activities

- a) Materials: Laptop (Projector), Paper, Pens, Papers, Copies of game instructions
Facilities: Room + Tables + Chairs (depending on the number of participants)