



4Cs

It's a Jungle in There! Agenda for March 15th 2011

C1 – CONNECTIONS: Making connections with prior knowledge, other learners, and the learning outcomes of the program.

LEARNER ACTIVITIES:

- Fast Pass
- Going on Safari!
- The Jungle Game: Find Your Friends

C2 – CONCEPTS: An in-depth exploration of the human brain and learning; how to use “learning outposts” and active learning strategies to teach content.

LEARNER ACTIVITIES:

- The Jungle Floor: The Six Trumps
- Learning Outposts: Exploring the Brain and Learning
 1. Three Rules of the Jungle: Three Brain Rules by John Medina
(watching a slide show)
 2. Mapping the Jungle: General Brain Functions
(coloring and labeling a brain map)
 3. The Jungle Floor: The Six Trumps Revisited
(playing a card-sorting game)
 4. Exploring the Jungle: The Brain, Memory, and Learning
(creating visual displays and preparing teach-backs)
 5. The 3-D Jungle: The Physical Brain
(dissecting a model of the brain)

C3 – CONCRETE PRACTICE: Applying brain science to training and learning.

LEARNER ACTIVITIES:

- Teach Backs
- Safari Souvenirs and Thematic Elements Worksheets
- Small and Large Group Discussions

C4 – CONCLUSIONS: Summarizing the learning; resources and next steps; action plans and celebration.

LEARNER ACTIVITIES:

- Next Adventures
- Evaluations
- Going on Safari Revisited
- More Safari Souvenirs and Celebration