Teaching the Pathfinder Curriculum

BY HENRY QUARSHIE
Learning Objectives

• Explain the importance and value of creative approaches to teaching

• Demonstrate creative style of teaching – Lesson Plan
Learning is enjoyable, lasting & meaningful

Builds self-expression, self-confidence and satisfaction

Provides for participation in group situations & establish group approval and behaviour

Relieves periods of physical restlessness with meaningful activity, coordinating mind and muscle

Teaches cooperation, sharing, and taking turns

Is an opportunity to practice principles Christian living

Provides opportunities for Pathfinders to express his/her relationship to God and a response to Bible teaching.
Best condition for Learning

- Fun-based
- Acceptance & Understanding
- Recognition & creativity
- Cooperation
- Constant assessment
- Involvement
- Imagination & creativity
- Fairness & justice
- Effective communication
Achievement Classes

- There are six Achievement Classes:
  - 10 years old – FRIEND
  - 11 years old – COMPANION
  - 12 years old – EXPLORER
  - 13 years old – RANGER
  - 14 years old – VOYAGER
  - 15 years old - GUIDE
Achievement Classes

- Each class curriculum consists of requirements that are designed to support development in the following areas:
  - General Development;
    - Spiritual Discovery;
    - Serving Others;
    - Friendship Development;
  - Health & Fitness;
  - Organization & Leadership Development;
  - Nature Study;
  - Outdoor Living;
  - Lifestyle Enrichment.
Study the class curriculum
- Overall curriculum
- Particular class requirements

Know your pathfinders
- What are their learning abilities
- What are their attitudes towards a particular subject

Work out your teaching plan
- Have a Lesson Plan (LP)

The Creative Teaching Approach
Outline learning objectives.

Develop the introduction.

Plan the specific learning activities.

Plan to check for understanding.

Steps for preparing a Lesson Plan

- What is the topic of the session?
- What do I want the Pathfinders to learn?
- What do I want the Pathfinders to understand and be able to do by the end of the session?
- What do I want the Pathfinders to take away from this lesson?

- How will I check whether the Pathfinders have any previous knowledge about the subject?
- What will I do to introduce the topic?

- What will I do to explain the topic?
- How can I illustrate the topic in a different way?
- What can I do to get the Pathfinders interested in the topic?
- What real-life examples or analogies can I use to help the Pathfinder understand?
- What can I do to get the Pathfinders interested in the topic?
- What will the Pathfinders need to do to help them understand the topic better?

- What questions will I ask to check their understanding?
- What can I have the Pathfinders do so that I can see that they are following me?
- Looking at my objectives, what activity can I have the Pathfinders do to check whether the objectives have been accomplished?
Develop a conclusion and a preview.

Create a realistic timeline.

Presenting the lesson plan.

Reflecting on your lesson plan.

Steps for preparing a Lesson Plan

- “Today we talked about.....”

- Estimate how much time each of the activities will take, then plan some extra time for each.
- Include timings on your lesson plan
- Leave time at the end of the lesson to answer questions and sum up key points.
- Always plan an extra activity or discussion in case you have time left.
- Be flexible with your lesson plan so that you can focus on the pathfinders needs if this will be more productive.

- If the Pathfinders know what they will be learning and doing in the session they will be engaged so tell them.
Steps for preparing a Lesson Plan

1. Outline learning objectives.
2. Develop the introduction.
3. Plan the specific learning activities.
4. Plan to check for understanding.
5. Develop a conclusion and a preview.
6. Create a realistic timeline.
7. Presenting the lesson plan.
8. Reflecting on your lesson plan.
Different Methods of Recording Progress

<table>
<thead>
<tr>
<th>Certificates</th>
<th>Photographs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recordings (acting)</td>
<td>Written Accounts</td>
</tr>
<tr>
<td>Verbal Recordings</td>
<td>Discussions</td>
</tr>
<tr>
<td>Drama</td>
<td></td>
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</tbody>
</table>

Remember demonstrating progress does not have to involve vast amounts of writing.
<table>
<thead>
<tr>
<th>Time</th>
<th>Trainer activity</th>
<th>Pathfinder activity</th>
<th>How learning is assessed</th>
<th>Resources</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 Mins</td>
<td>Welcome &amp; Registration</td>
<td>Listen &amp; sign class register</td>
<td></td>
<td>Class register</td>
</tr>
<tr>
<td>5 Mins</td>
<td>Previous Lesson Review</td>
<td>listen, take notes and ask questions</td>
<td>Question and Answer</td>
<td>Computer &amp; Projector</td>
</tr>
<tr>
<td>20 Mins</td>
<td>Introduce Lesson</td>
<td>listen, take notes and ask questions</td>
<td>Question and Answer, Class discussion</td>
<td>Computer &amp; Projector</td>
</tr>
<tr>
<td>15 Mins</td>
<td>Group Activity</td>
<td>work in groups of ten</td>
<td>Observation</td>
<td>Activity Material Computer &amp; Projector</td>
</tr>
<tr>
<td>10 Mins</td>
<td>Group Presentation</td>
<td>Presentation</td>
<td>Observation, Question &amp; Answer</td>
<td>Group Material</td>
</tr>
</tbody>
</table>
Group Activity

• Each group has been given a copy of a section of the Friends curriculum.

• Your task is to construct a lesson plan showing how you would teach your section.

• Your finished plan should allow you to teach your section in a one hour class.
REVIEW

Why use Creative Approach to teach Pathfinder curriculum?

Mention two (2) creative tools

What conditions are suitable for learning to take place
Question Time