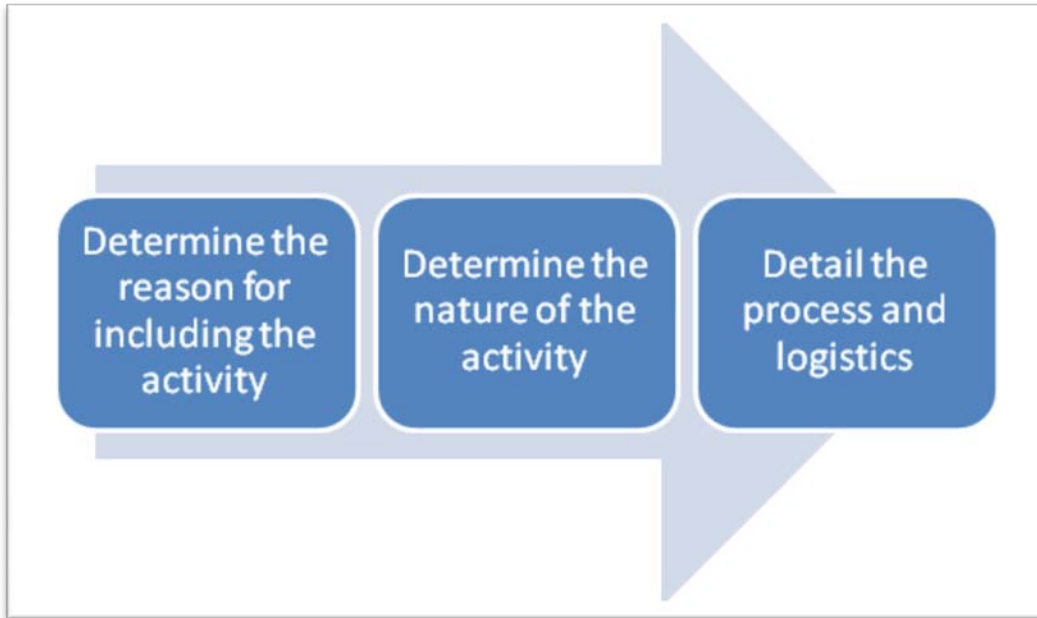


## ILT: Designing Activities

### Three-Step Process for designing a classroom activity



#### Step 1: Purpose

##### Determine the reason for including the activity

#	Why?	How?		
		Independent	Paired	Large Group
1.	Recap pre-requisite information	√	√	
2.	Develop critical thinking skills			√
3.	Experience behaviors			√
4.	Perform procedural tasks	√	√	
5.	Reinforce concepts	√	√	√
6.	Engage and motivate	√	√	√
7.	Summarize key concepts	√	√	

## ILT: Designing Activities

### Step 2: Design

#### Determine the nature of the activity

Nature	Content	Purpose
Large Groups	<p>Content that aims at developing behavioral skills</p> <ul style="list-style-type: none"> <li>- Customer Handlings skills</li> <li>- Selling skills</li> <li>- Project Management skills</li> <li>- Team Building skills</li> </ul> <p>Content on which varied opinions/schools of thought exist</p> <ul style="list-style-type: none"> <li>- Environment Conservation</li> <li>- Sustainable Development</li> <li>- Ethics/Values</li> </ul>	<ul style="list-style-type: none"> <li>- Develop critical thinking skills</li> <li>- Learn to work in groups</li> <li>- Experience behaviors</li> <li>- Gain exposure to varied opinions &amp; viewpoints</li> </ul>
Paired and Independent	Any type of Content	<ul style="list-style-type: none"> <li>- Recapitulate pre-requisite knowledge</li> <li>- Reinforce learning</li> <li>- Perform procedural tasks</li> <li>- Summarize the key message</li> <li>- Engage the participants</li> </ul>

## ILT: Designing Activities

### Step 3: Execution

Detail the process and logistics

<b>Goal/Purpose of the activity</b>	
<b>Number Of Participants</b>	
<b>Materials Required</b>	
<b>Pre-work (if any)</b>	
<b>Details</b> (Sequence of steps to implement and complete the activity)	
<b>Key Message/Inference</b>	
<b>Tips for the facilitator</b>	