HELPFUL TIPS FOR YOUTH PROGRAM INSTRUCTORS

1. Focus on projects or a particular activity in which all students can be involved. This is their chance for breadth of exposure to something new.

2. Think and talk about the implications and applications of the topic. Where is the “cutting edge?”

3. Offer incentives: a chance to try something (experience a CAT scan, make some paper from wild-flowers, role play attitudes towards different cultures, do a learning style inventory). The experience can be real. For example, a market and bargaining session worked beautifully when each student actually earned money through cooperative negotiation techniques.

4. Relate to real-world applications.

5. Demonstrate, experience. Limit (or delete) lectures.

6. Use visuals. Try to address a variety of learning styles. Appeal to ALL the senses.

7. If appropriate, give them stuff to take home, such as lists of contact people, resources and products in addition to ideas.

8. Heads-on/hands-on involvement is the key. How can you make your presentation alive?

9. Think of less teacher-directed teaching, more mutual exploration.

10. Explore the common ground between the arts and sciences in you topic.

11. Alternate demonstration and dialogue. Let the students perform the demos.

12. Have handouts.

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Excerpt found, author and date unkown. From an MTU Summer Youth Program Instructor Manual?