

# PRESENT? SAY "YES!"

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## Objective

Develop a three to five point outline using P.I.E.R.©, identify adult learning methods and their effectiveness that incorporate the use of props, music, games, Power Point, etc., in the classroom and apply the principles of body language and presentation techniques in delivering the message.

## Purpose

The goal of this session is for the participants to discover they CAN find and develop

- quick
- simple
- easy to remember

outlines for **any** content and then complete a presentation for 5 minutes to 5 hours using that outline.

This session will throughout its course, demonstrate in itself how

- P.I.E.R.© is developed and used
- Power Point and other props/tools are used properly
- a truly interactive session engages the classroom with the learner

Presenting is a skill that can be taught. The attendee will see ways they can develop their presentation style so their learners will

- participate
- interact
- engage

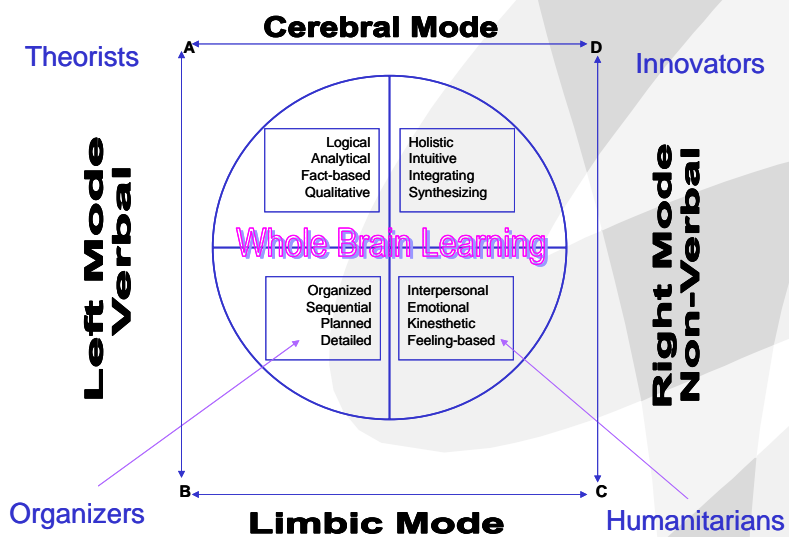
in the learning activities the educator has brought to the classroom.

# 1. Y - YOU'RE SEEING OUTLINES

Finding an outline that your audience will remember and apply

A. "Madison Avenue"

B. Mind Matters



C. Minnie, Mickey, and Marty

## 2. E - Essentials of the Outline

P.I.E.R.© Building your outline

A. Deciding your POINTS

B. What is your INSTRUCTION?

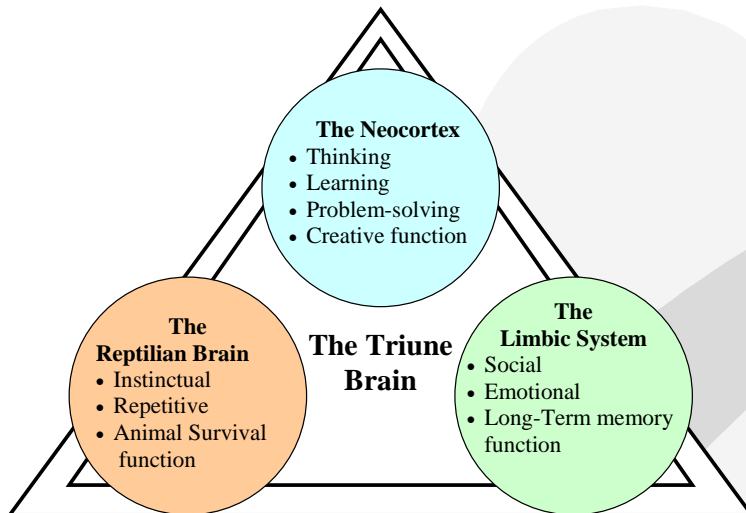
C. Giving EXAMPLES

D. Citing RESOURCES

### 3. S – SUBSTANCE OF LEARNING

Using the Whole Brain as adults

#### A. Brains



*The Accelerated learning Handbook" Dave Meier 2000*

#### B. Babies

#### C. Brawn

## 4. ! – IT WORKED!

Delivering your message

A. Fears

B. Failures

C. Fun



## RESOURCES

Arredondo, L. (1991). How to present like a pro. New York: McGraw-Hill, Inc.

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Meier, D. (2000). The accelerated learning handbook. New York: McGraw-Hill, Inc.

Millbower, L. (2000). Training with a beat. Sterling, Virginia: Stylus Publishing, LLC.

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Pike, R.W. (2003). Creative training techniques. 3<sup>rd</sup> ed., Amherst, Massachusetts: HRD Press, Inc.

Pike, B. & Busse, C. (1995). 101 games for trainers. Minneapolis, Minnesota: Lakewood Publications, Inc.

Pike, B. & Solem, L. (2000). 50 creative training openers and energizers. San Francisco: Jossey-Bass/Pfeiffer.

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Presenter's Toolkit available from: Digital Juice - [www.digitaljuice.com](http://www.digitaljuice.com)

*Presentations: technology and techniques for effective communication.*

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