

## Table of Viewgraphs

**Introduction** This table lists 44 viewgraphs for information in the Learner Guide in **alphabetical order**, not in the order of appearance. The designer recommends that the facilitator re-order these viewgraphs as they appear in the Learner Guide, by page number order.

Put each viewgraph on top of the printed copy from which it was made.

| Session | Viewgraph                            | Pages       |
|---------|--------------------------------------|-------------|
| 1       | Agenda for six sessions              | 1-16 > 1-21 |
| 1       | Change Management Process            | 1-68 > 1-69 |
| 1       | Closure                              | 1-79        |
| 1       | Concept Defined as a Concept         | 1-67        |
| 1       | Conducting a Whole Lesson            | 1-23        |
| 1       | Conscious Competence — 2-D Model     | 1-32        |
| 1       | Conscious Competence — 3-D Model     | 1-33        |
| 2       | Creating Instructional Objectives    | 2-6         |
| 2       | Developing an Analogy Using a Table  | 2-20        |
| 2       | Evaluating Content Instruction       | 2-5         |
| 1       | Evaluating Initial Instruction       | 1-47        |
| 1       | Example Defined as a Concept         | 1-59        |
| 1       | Fishbone Diagram — Worksheet         | 1-48        |
| 1       | Fishbone Diagram — 6 Ms              | 1-52 > 1-57 |
| 1       | Guidelines for Planning your Lessons | 1-78        |
| 1       | Improving Intelligence               | 1-71        |
| 1       | Initial Instructing — Diagram        | 1-39        |
| 1       | Initial Instructing — Text           | 1-40        |

More...

**More... Table of Viewgraphs**

| <b>Session</b> | <b>Viewgraph</b>                          | <b>Pages</b> |
|----------------|---|--------------|
| 2              | Instructing How To Do a Task              | 2-4          |
| 3              | Instructing by Using the Modeling Process | 3-4          |
| 1              | Learning Zone                             | 1-72         |
| 1              | Learning Defined as a Concept             | 1-60         |
| 3              | Modeling Process                          | 3-3          |
| 1              | Objectives for Sessions 1 & 2             | 1-38         |
| 2              | Objectives for Sessions 3 & 4             | 2-23         |
| 4              | Objectives for Sessions 1 - 3             | 4-11         |
| 4              | Objectives for Sessions 5 & 6             | 4-15         |
| 1              | Observation Grid                          | 1-46         |
| 1              | Pencil Defined as a Concept               | 1-58         |
| 4              | Planning To Conduct a Guided Practice     | 4-14         |
| 3              | Practicing Modeling                       | 3-5          |
| 1              | Principles To Rehearse and Recall         | 1-77         |
| 1              | Phases of Conscious Competence Process    | 1-34         |
| 4              | Pygmalion Guidelines                      | 4-13         |
| 1              | Sequencing Learning Events                | 1-76         |
| 1              | Three Barriers to Conscious Competence    | 1-22         |

---