

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

Session	Viewgraph	Pages
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
