

ROCKY MOUNTAIN DIVISION

Professional Ski Instructors of America

American Association of Snowboard Instructors

Clinic Outline

Creative Teaching

Discipline: Children (Multi-Discipline)
Time: 1 Day (Credit Hours: 6)

Setting: On Snow, Using All Available Terrain, Green to Black

Course Description:

Expand your bag of tactics and techniques with this one-day clinic that explores the creative process. Groups will draw from personal experience and elements of the CAP model to develop new approaches of teaching skills at all levels of student ability and age. This clinic explores using Spiderwebbing, Multiple Intelligences, and imaginative thinking to create tailored learning environments at all levels of student ability and age. Learn how to move beyond simple analogy, master teaching for transfer, and tap into the limitless world of synthesis.

Recommended

Prerequisites: Level 1 Certification

Prerequisite Skills & Knowledge:

- Participants are able to ski or ride the mountain in most conditions.
- Participants are able to share with the group understanding and knowledge regarding the CAP model.
- Participants are able to reflect upon past teaching and learning experiences.
- Participants are able to embrace an open mind towards creativity.

Course Outcomes:

- Participants will improve teaching skills through experience, participation, and feedback.
- Participants will gain a deeper understanding of the creative process and synthesis.
- Participants will enhance learning environments through the process of the clinic.
- Participants will develop comfort in applying novel teaching tactics.

Sample Activities:

- Share experiences of tailored or adaptive teaching that impacted psychomotor development and motor skill learning.
- Explore how to identify and understand Multiple Intelligences through peer observation.
- Experience how to create new approaches to teaching familiar skills through analogy, association, and synthesis.
- Play and experiment with creative exercises to enhance demonstration, explanation, and feedback in a variety of skill applications.
- Create and develop age-appropriate experiences for learning and skill enhancement.