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POWERED BY **ICF** Coaching Education

Presented by Cindy Jensen and Eike Westerholt

elevate



Blended Learning

Exploring Teaching Methodologies for an Enhanced Learning Experience



The Speakers



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LEARNING OBJECTIVES

1. Understand best practices in program design methodology
2. Provide instructional strategies to foster student learning and engagement
3. Develop techniques for modifying program approach to suit the learning styles



Objective #1

Understand best practices in
program design methodology



The key elements in program design principles





Objective #2

Provide instructional strategies to foster student learning and engagement



Merrill Instructional Design Principles



David Merrill Instructional Design Principles

1. Problem centered
2. Activation
3. Demonstration
4. Application
5. Integration

1. Problem- Centered



Learners are engaged in solving real-world problems

2. Activation



Existing knowledge is activated as a foundation for new knowledge.

3. Demonstration



New knowledge is demonstrated to the learner.

4. Application



New knowledge is applied to the learner.

5. Integration

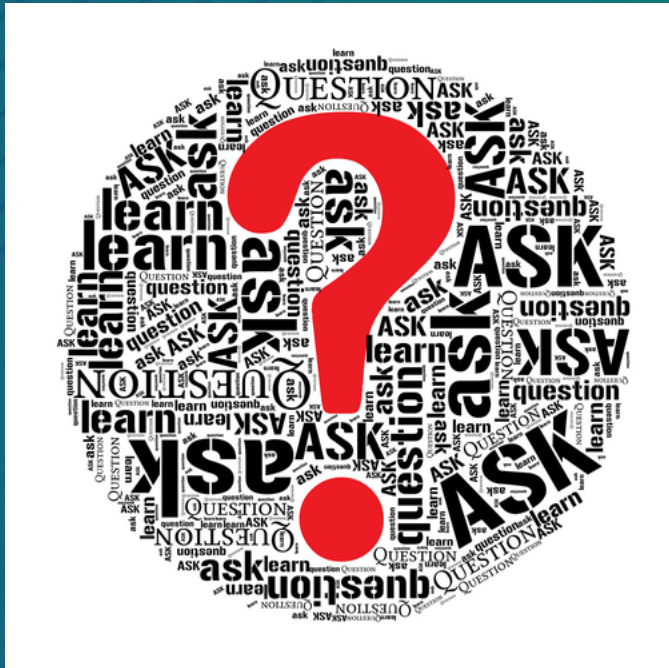


New knowledge is integrated into the learner's world.

Case Study

Learning how to use powerful questions in the coaching conversation





Creating content for
building powerful
questions

1. Problem Centered

Show task

Task Level

Problem Progression



Engagement

Build Learning

Problem Centered

What is it the student needs to understand?

What comprises of a powerful question?



2. Activation

Past Experience

Engaging +
Authentic

Start Basic Add
Complexity

Activation

Activity:
Breakout group
Examples of Powerful Qs

Add complexity:
Task learners to develop
questions around a theme?

Questions
that shift
perspective

Questions
that address
road blocks

Questions
that enable
new thinking

Can you think of a time
when working with a
client a question
enabled an
Ah Ha moment.

3. Demonstration

Demonstrate
best practices

Provide
multiple ideas,
and concepts
for learning

Ensure media
supports learning

3. Demonstration

Share your
experience +
knowledge



4. Application

Practice for
Learning

Enable learner
independence

Apply learning in
different contexts

4. Application

Helps the learner consider how they will use this skill



5. Integration

Learner
demonstrate
and share
learning

Reflection on
progress

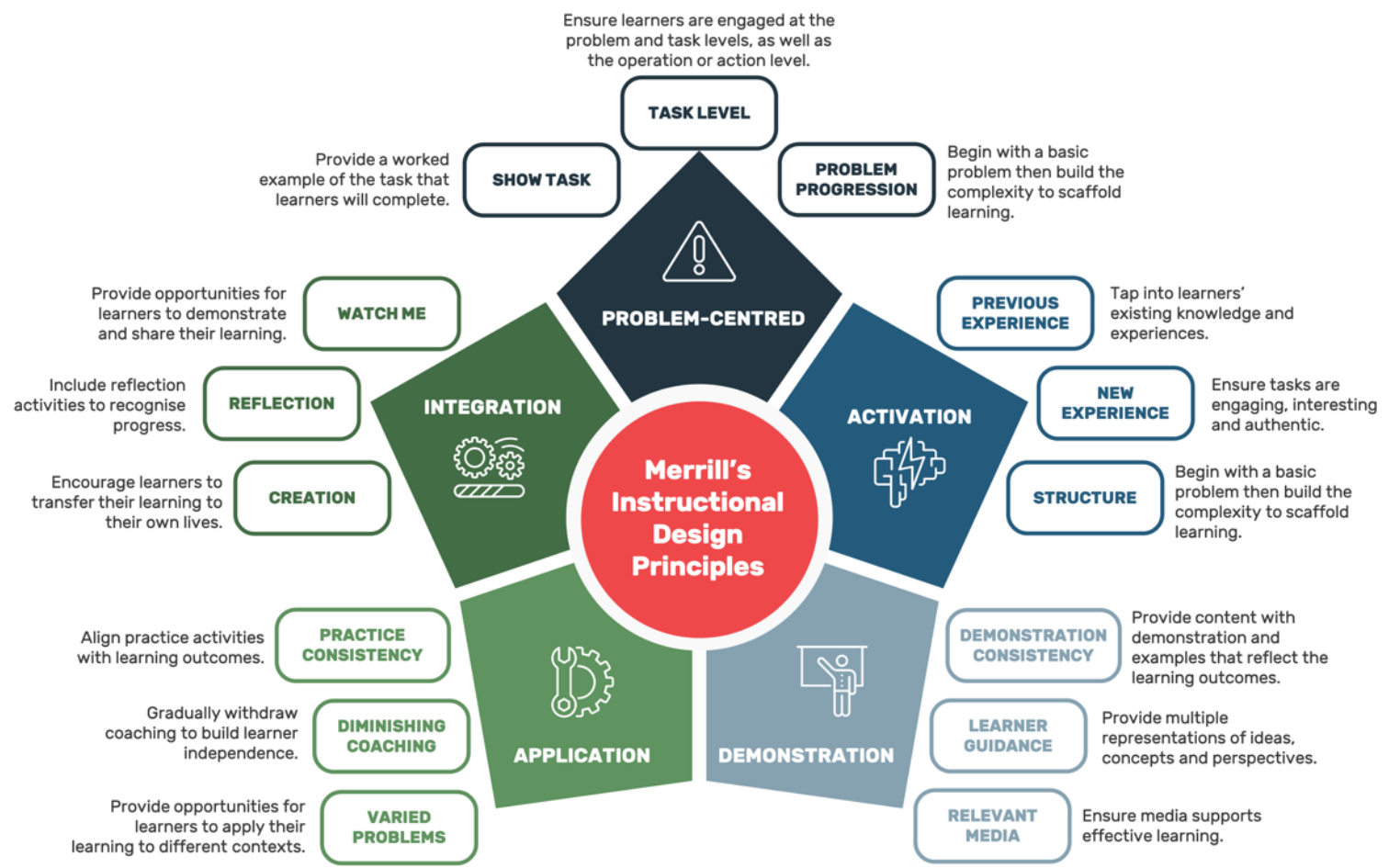
Transfer knowledge
to oneself

5. Integration

Helps the learner consider how they will use this skill



Merrill Instructional Design Principles



Objective #3

Develop techniques for modifying program approach to suit the learning styles

Observe the room dynamics



Adapt to the learning styles



Modify in the moment





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Thank you





[coachingfederation.org](https://www.coachingfederation.org)