LEARNING GOALS

This course is designed to help trainers teach better dog training classes. If you are already teaching group classes, this course will help you elevate the class experience for both you and your students. If you are new to teaching group classes, you will learn to design a high-quality group class experience right from the start.

Upon completing the course, you will be able to:

1. Adjust your teaching and communication approaches to work with a diverse range of learners
2. Use techniques that help manage time wisely so that you are effective and punctual when teaching groups
3. Apply the five principles that Terry uses for working with people effectively
4. Apply specific techniques that support students, help them feel heard and advance their learning
5. Create effective mission statements for your group classes and your business
6. Ask the critical questions and consider the key factors in the design of your group classes and class curriculums
7. Promote your group classes accurately and creatively
8. Craft your personalized effective, custom student orientations
9. Incorporate critical questions in your student profiles, dog profiles and registration forms
10. Become a more effective and comfortable class presenter using Terry's 16 class speaking tips
11. Deploy strategies that help reluctant or resistant learners engage
12. Apply the 9 tips Terry uses to improve student results in the classroom environment
13. Teach as many as 15 fun and engaging games that increase student fluency and retention
14. Choose learning games that match a range of specific training goals
15. Teach games that help your students and dogs learn under conditions that resemble "real-life" environments

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The course dives into the training games that enhance learning and enjoyment in the class. It offers insight and experience from Terry Ryan on her best practices for setting up, promoting, managing, and teaching group classes.

16. Utilize games that ease learning for dogs and people that are challenging in the classroom
17. Modify (increase/decrease) the complexity of games to adapt to the skills of the handlers and dogs
18. Utilize games to help dogs learn their challenging behaviors more easily
19. Utilize games to help people learn challenging handling skills more easily
20. Select games specifically designed for teaching foundation, intermediate, advanced, and even puppy skills
21. Utilize games to encourage and build fun, teamwork, and collegiality among students
22. Adapt training games for differentiated student and dog learning styles, environments, and abilities
23. Adapt learning games on the fly to react to unforeseen circumstances
24. Create your own versions of the games for your classroom
25. Design the physical space of your classroom to maximize use, enjoyment, and effectiveness including the types of dog equipment and training gear that are most important to include
26. Utilize music as a communication tool in your classroom
27. Create effective handouts for homework instructions, equipment recommendations, and other topics
28. Evaluate the benefits of having a teaching assistant as well as how to select a teaching assistant, if desired
29. Work more effectively with classroom assistants including learning 7 ways to make an assistant's help most valuable
30. Continue to learn creative teaching strategies from Terry and other trainers through the social group exclusive to course graduates

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