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Experiential Sharing

The easier and effective ways to facilitate a MonsoonSIM session for New CT

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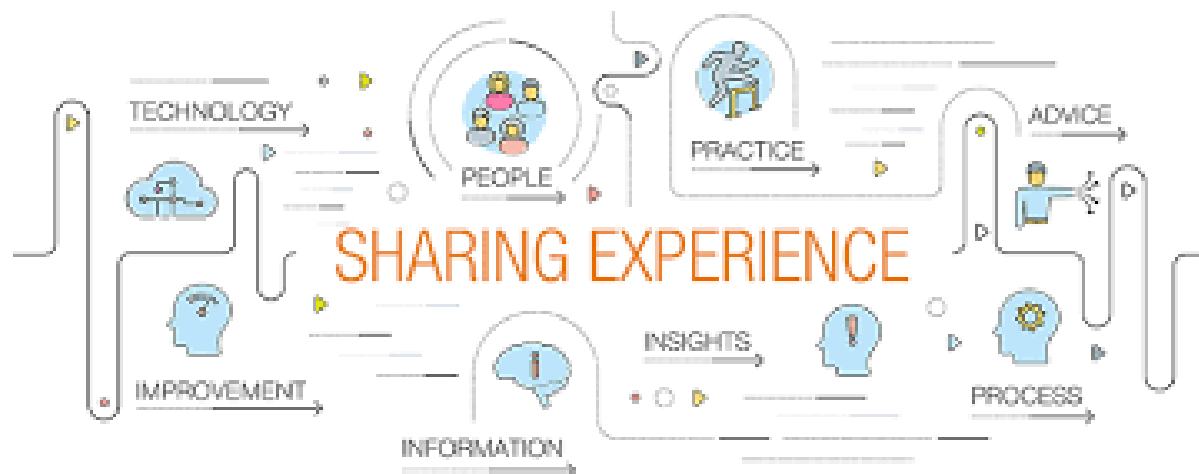


Thai's idiom

“Do not Teach the Patriarch”

....

**Be careful when you are talking to those who
expertise or having a very good knowledge**





Note:

- For new CT and future MSIM CT
 - Using new tools always cause of unconfident from unknown parameter and effect
 - It's hard to understand the others umbrella of knowledge which not keen on but related into the MonsoonSIM
 - It's quote hard if you are just try to match to existing curriculum and present teaching plan



Note:

- **The objectives;** To share way and technique that may help you to facilitate MonsoonSIM easier and effective experienced class
- There are from my experiences in Thailand's environment, To be applied and adapted match to your environment and limitation



BEFORE CLASS



T1: **Simulating** yourself as student

Adjust or pretend yourself like **you are student in their age and environment**

- You will understand what student has doubt, what the question will pop-up into their mind. **This may help you to prepare some answer and away from unintended shocked question in the class**



T2: Calling Your Gang (New CT and Student) to try game after TTT Class

- Grouping with new CT, everyone swap as a host and student roles to make better understanding to tools, Cause and effect which happen in the game, and able to make further discuss and able to plan to re-curriculum or pedagogy in future
- Deactivate all **ADVANCE FEATURE**, and slowly add featured in to understand more and more and bonding the relation in each factor to result.



- As host (CT), Slightly change some configurations, Set the hypothesis for class, Guess about question and what will happen in class
 - Asking student which close to you to try a game and get feed back
- Activate the ROBOT, Play with them or monitoring on them



T3: **Tuning** your Mind, No one know everything

No one knows everything *but when compare to your students*, You are always having more experiences to make explanation to them.

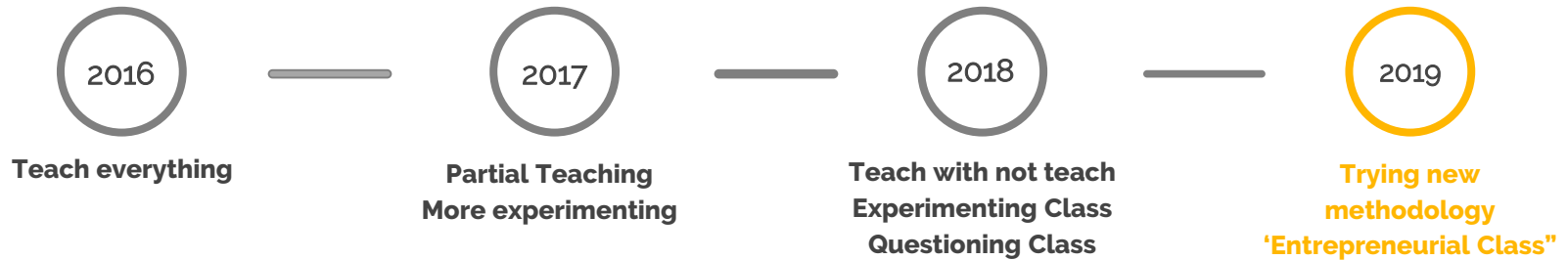
You are 100% Safe for Basic Class. Feel free to run the initial Class



- We didn't teach them to be an Academic, We facilitate for Experiences and let's them open new doors
- I always say every class is my learning. It's ok to say I will learn together with you.
- Throw away "SILO Based Learning " which is old-fashion/methodology class. Do believed in "Integrated Learning Experience"
- Experiential learning need TIME and FAILURE



- Class no need to be PERFECT, Teacher can make mistake.
- CT are always need to **Unlearn and Re-learn** .
- Do experimenting to your class to find Your way





T4: **Setting** class objectives

Set class objectives match to your class time and number of planned meet with MSIM.

Do not put tons of thing into One or few limited Class time



- **Make a short check list** to scope an area and plan for configuration and use it for summary session
 - Pricing, Price Rule
 - Consumption rate
 - Procurement
 - COGS and Profit Ratio



- **Make it SIMPLE** by deliver one or two lesson(s)/message(s) per time
 - aware of waste in poor leading management
 - effect of running business without financial concern
 - etc
- **Go and No Go** based on understanding of student not number in check list



Note before T5:

- There are many class methodology in LTT; (Learning and Teaching Transformation) try to mix it up into your class
 - teach by CT
 - teach each other
 - group sharing
 - answer by question
 - flipped class room
 - etc



T5: Making 5WXH Class





- Do not give them answer directly.
Given them questions to find an answer or Answer by questioning
- This is simple technique to re-check their learning status & understanding level



T6: **Making** Class Rules and Survey for their expectation

- 1st Class always important to set class rules/co-operation
- Let's check their expectation with your planned. try to sync it up or tell them to wait for



Sample of my Class rules

- Listen when you hear my voice., talking to each other when you didn't hear me
- Ask your friend, googling before ask me
- If you ask me, Any questions are welcome., no question is idiot
- Sharing your thought to your friend. Listen, interpret, given optional and try
- Try if win remember what condition consist of this win. If fail, why an learn
- You Jump, I Jump. You stop I quit



T7: **Using** Online clip/Portal to help my student to prepare themselves before class

- Create your own portal, Slide and Guide. You will force yourself to understand all function
- Save time in the class, No need to spend a time for GUI





DURING CLASS



T8: **Using** Social Media to connect them

- Line group; Send them a link, Share Capture Screen, Make them a Vote
- FB Group; put the share homework and discussion





T9: **Using** keen on example, location, etc for a few first time

- The local brand of juice, department store, local store name
- Use the teenager-word or slang to bond with them



T10: **Using** non technical/theory for very first time if they are freshman and sophomore

- Use the common word to given them an explanation
- Let's them use common sense or their experience to answer you
- For senior and above, make your own decision



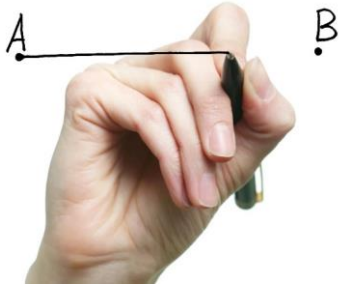
T11: **always** spend time for something basically

- You will not leave someone behind by jump from unaware basic

$$26 - 19 = 7$$



T12: Giving them a 'Game Trick'





T13: Giving time prior/post

- Before running; Given them a time to brainstorm
- After game stop; Given them a time to discuss internally in their group
 - Follow by show the result
 - Interpret the result make them a link of data, information, action and result



T14: **Walking** and take a look to their screen

- To see and listen to their way of thought
- Finding an example to make discussion during stop
- It's good time to give them some explanation, give them short term KPI
- Make yourself easy to access (to talk with)



T15: Making FUN/Challenge Class

- Use ability of 'GAMIFICATION'
- Make it "game on game"
- Given them Challenge word / Shortterm KPI
- Given them some physical or mental reward



F Methodology



T16: **Making** Group sharing & discussion in every “STOP”

- They will learn form “OTHERS”
- They will have more confidence to share in Bigger group. **No one prefer feeling uncomfortably among group of people**



Example:

- Pick up the **TOP Group** to share “How they handle”, Automatically C&D approaching in the class
- Pick up the **Moderate Group** to share “What they had plan and compare to their execution and result”
- Pick up the **Bottom Group** to share “What is the part that cause of this result, and How to solve”



T17: **Handling** an issue during the class

Something can happen when you have run the class, How you going to handle:

- Student came late and unable to run the class, Once start not have enough time to complete the intend tasks
- Game server has temporary down
- Electricity or Internet temporary down



T18: Giving them 2nd chance to try/win

- Use the ability of **Micro Concept Teaching or Session Reset** or 18 days trial period ability
- Given them 2nd chance = Learn more
- Next chance, add on or changes some config without telling them



AFTER CLASS



T19: Always make **summary**

- Use short listed that you have plan. Let's make summary by any technique
- Summary can be made by you or student, but I always ask student to summarize. This is time to add on, tuning thing that may cause of misunderstanding



T20: **Making** commitments or conditions

- Given Link or Clip for flipped class room
- Ask them to submit Homework
- Making some conditions trade with something
- Etc...



Q&A



Thanks!

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