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# Learning Guide 6.1 Instruction- Setting the Stage:

# Pre-Module

## **Objectives**

* Identify the challenges in implementing instruction that maximizes learning and improves developmental and functional outcomes.

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| **Related Content:** [Module 6, Setting the Stage](https://rpm.fpg.unc.edu/setting-stage-instruction)**Instructional Method:** Discovery**Level:** Beginner**Estimated Time Needed:** 10-15 minutes**Learner Form:** None |

## **Description**

In this activity, learners will create a Wordle – a word cloud – to describe what they know or think about instruction for children with disabilities ages 0-5 years.

## **Materials/Resources**

* Access to internet and display screen.
* [www.wordle.net](http://www.wordle.net) (free)
* Small scraps of paper

## **Facilitator Instructions**

1. View Module 6: Instruction “Setting the Stage.”
2. Introduce the topic of Instruction by emphasizing that instruction is a large and varied topic.
3. Ask learners to take a small scrap of paper and write 3 single words that make them think of instruction.
4. Allow time for responses to be recorded. As learners finish, have them submit their paper to the instructor who will record the words into the Wordle software. When all learners have submitted their papers allow the Wordle application to create a word cloud.
5. As a group, reflect on what words were used more often and what words were surprising to some or may be missing from the word cloud.

Note: This activity needs internet access. Instructors can also create the Wordle on their phone and print the word cloud so the learners can see at another time.

## **Suggested Assessment**

None

**NOTE:** Remember to complete [Module 6: Environment- Setting the Stage: The Wrap-Up](https://rpm.fpg.unc.edu/sites/rpm.fpg.unc.edu/files/files/resources/LearningGuide-6-10-Instruction-SettingTheStage-WrapUp.docx) after learners have had the opportunity to engage in module content!

## **Distance Learning Tips**

The Wordle software works best for synchronous class sessions. If you teach an asynchronous class period have learners submit their words by a deadline and then create a Wordle for learners to reflect on at a later time.