

Professional Development Situation: Coaching

Skill Focus: Connecting Prior Knowledge and Experiences

Time Required: 15 minutes

REFLECTING ON YOUR OWN SKILLS

Participants will watch the “What Do You Know about Circuits” video-based learning module to learn to connect youths’ experiences to STEM pathways and careers.

Agenda

See the Skill in Action— 5 minutes

- [What Do You Know about Circuits?](#) video-based learning module

Setting Goals— 10 minutes

- [SMART Goals Action Plan](#)

Materials

- Computer with internet connection
- [What Do You Know about Circuits?](#) video-based learning module
- [SMART Goals Action Plan](#)
 - If conducting this session virtually, be sure the participant has access to these as well.

Before the Session

- **Read this coaching guide** to become familiar with the content and allow time to personalize the activities to best suit your presentation style.
 - *Italics indicate text that can be read aloud or emailed to the participant.*
- Send an email to the participant being coached:
 - *Our coaching session is scheduled for DATE at TIME. We will focus on “Connecting to Prior Knowledge and Experiences”. Please feel free to contact me with your questions or concerns at CONTACT INFORMATION.*

- Gather all materials needed for the coaching session.

During the Session

See the Skill in Action (5 min)

- You will watch two videos featuring [Dough Creatures](#), an activity from PBS.org.
- Pull up the [What do You Know about Circuits?](#) video-based learning module.
 - Before step 1, introduce activities involving circuitry, if needed.
- Play the videos.
 - *How does the instructor assess what youth know in this lesson sequence?*
 - *Can these “cuing” questions also be assessing thinking?*
- Reflect on how this video-based learning module offers ways to bridge activities with youths’ experiences in your community and in school.
 - *What are the ways that staff ask youth to connect their background experiences?*
 - *A lot of the connection that staff make are in the form of background knowledge questions. What other things could staff do with this Dough Creatures activity to connect to youths’ backgrounds?*
 - **Note:** Think about the languages that youth speak, the community resources they have, their cultures or traditions, etc.
 - *What are the possible **connections to school topics** that can be made here?*

Setting Goals (5 min)

- Make a SMART goal with the participant. Use the [SMART Goals Action Plan](#).
- Remember that SMART Goals should be:
 - **Specific** – It is clear what you are trying to accomplish (what do we care about?)
 - **Measurable** – You will know when you’ve accomplished your goal
 - **Achievable** – You can do this because the goal is not too big or too small
 - **Relevant** – The goal relates to this skill and what you do in your program
 - **Timely** – The goal can be accomplished this month

After the Session

- Follow up with your participant to see how they are progressing on their action plan. Try to be supportive and helpful, not evaluative.

Want to Earn Credit? Click2Science has teamed up with Better Kid Care to provide continuing education units. Check it out at: <http://www.click2sciencepd.org/web-lessons/about>

SMART Goals Action Plan

NAME: _____

DATE: _____

Concept/Problem Statement:

Goal Statement:

Specific: What specific action will you take?

Measurable: How will you measure the results?

Attainable: What will be different?

Relevant: The goal relates to this skill and what you do in your program

Timeframe: The goal can be accomplished this month
