Classroom Philosophies and Teaching Styles

Today’s webinar is about our basic philosophy of how we orchestrate our Trot through the Bible Sunday School Hour. We use the material on Sunday mornings with 7th and 8th grade students to supplement our Catechism Learning.

Our students receive one year of Old Testament and one year of New Testament. About 25 stories per school year.

Note, that most of the material (specifically the activities) can be used for older or younger youth and could be used in a youth group setting as well.

As with everything we share with other congregations, we share just to get your wheels turning. Take the material, use it, change it and make it your own.

And remember, these are not written lesson plans---just a verbal explanation of what we do in our venue.

Gary & Laurie

Theme Verse: John 16:12—“I have many more things to say to you, but you cannot bear *them* now.

We make one Point each session in various ways utilizing the concept of learning styles.

Enter Howard Garner…

He is best known for his Theory on Multiple Intelligences

We based our thoughts on his book, the seven roots of understanding (which may be out of print)

Gardner proposed eight abilities that he held to meet these criteria:[[2]](https://en.wikipedia.org/wiki/Theory_of_multiple_intelligences#cite_note-2)

1. musical-rhythmic,
2. [visual-spatial](https://en.wikipedia.org/wiki/Spatial_intelligence_(psychology)),
3. [verbal-linguistic](https://en.wikipedia.org/wiki/Linguistic_intelligence),
4. logical-mathematical,
5. bodily-kinesthetic,
6. interpersonal,
7. intrapersonal, and
8. naturalistic

Teaching Styles vs. Learning Styles

Teachers tend to only use their dominant teaching style. We need to employ various teaching styles in order for the learning to grow deep into the learner.

We use the philosophy of lesson planning that considers the statement that a person’s attention span is 30 seconds times his age…so, with a 12 year old I have six minutes…maybe 8 or 10 minutes if I am having a good day to make my point. ☺ Therefore we want to make the same point using various learning styles with an hours lesson. Yep, we are changing the learning style every 6 or 7 minutes….sometimes an active learning experience can go longer.

So, make one point…multiple ways

Here are some of the elements we use to make our point…

In no particular order…

* I tell a personal story and/or
* I tell a Bible Story
* Read the passage for the day
* We do an activity…Example: Dry spaghetti and marsh-mellows
* We utilize their cell phones----Samuel: Look up three things you did not know about Samuel.
* We have written discussions questions (usually three)—each of the below is a different learning style
  + Write/think out answers
  + Process internally
  + Small Group Discussion
  + Large Group Discussion
* Video Clips---Keep them SHORT (2 to 6 minutes)—Examples…
  + Raiders of the Lost Ark (ark of the covenant)
  + Sneetches
  + Lion King—You have forgotten who you are
* Wrap Up—teaching points—Lecture…if I did not already draw out from the group what I am looking for.-----Our mentor taught use to never tell a group what you can get them to tell you. Become good at asking questions that draws out of youth the answers you are looking for….but, remember the goal is NOT to stump them, but to have them come up with the answer you are looking for. If they are not giving me the answer I am looking for then I am not asking the right question. (or, maybe it is just to soon to be asking the question)

Other forms of learning we use include…

* Use Music Arrival—paly a local Christian Music radio station via internet or phone.
* Play a song & Lyrics
  + Example: Oceans Floor-Micah 7:19…Your sins are forgotten their on the Ocean Floor.
* Use Crafts—stations—bag’s
* Wall Postings
* Use active stations around the room

Starting Stuff

* Casual Chatting
* Start with Review (verbal or up on a monitor) Make it fun---quizy
* Start with a “Joke of the day”
* Text in answers….
* We have someone bring Cookies each Sunday
* Dr. Bible The Science Dude
* Play a Game---or maybe play the game hallway through the hour

Ending Stuff

* Develop an end of the hour leaving routine