



laughter,  
liberty and  
the pursuit  
of learning

## Teacher Day • October 9, 2009

Doubletree Hotel, Crystal City, Arlington VA • 8:00 A.M.

- LEARN innovative ideas to interactively bring your classroom lessons to life
- INTERACT with a worldwide gathering of instructional designers, developers and deliverers
- IMPROVE your facilitation of learning games, activities, and simulations
- EARN 6 hours of professional development credit\*

The North American Simulation and Gaming Association (NASAGA) will be hosting a one-day program for teachers, educators, and classroom curriculum specialists as a part of their 2009 annual conference. This single day promises to be the most interactive in-service learning opportunity you ever experienced. Plus, you can earn 6 hours of professional staff development contact time eligible in Virginia as 5 professional development points in a single day!\*

\*The NASAGA Teacher/Educator Day can be approved by the educator's employing school division as five professional development points via six hours of staff development as per the Virginia Licensure Renewal Manual.

REGISTER  
[www.nasaga.org/conference2009/](http://www.nasaga.org/conference2009/)  
TODAY!

N A S A G A

Part of the 41st Annual NASAGA Conference • October 7-10, 2009

# Teacher Day Program • Friday, October 9, 2009

**8:00 Registration opens**

**8:30-9:00 Breakfast**

**9:00-10:00 Welcome Teachers!**

- Keynote: How to Teach With Your Mouth Shut!\*
- - Sivasailam “Thiagi” Thiagarajan

• *\*Based on his decades of experience in high-school and corporate classrooms, Thiagi has discovered two truths: (1) teachers and trainers suffer from logorhea\* and (2) whoever talks the most in the classroom learns the most. In this session, Thiagi uses interactive strategies to explore the causes and cures for dysfunctional teacher and trainer volubility. He offers Genuine Alternatives to Mindless Explanation (check out the acronym). He supports the session with a comprehensive handout and access to online materials.*

• *REQUEST: This is a walk-the-talk session. So encourage Thiagi to shut up during the session. (\*Defined in Random House dictionary as incessant or compulsive talkativeness; wearisome volubility.)*



**10:00-10:30 Break**

**10:30-12:00 (Concurrent Sessions)**

- Teaching without Speaking: The Power of Nonverbal Exercises – Luby Ismail
- Is Online Teaching Conducive to Experiential Learning and Teaching? – Adriana Medina-Lopez-Portillo
- Storytelling- Connecting Cultures Through Creative Media – Julia Gaspar-Bates
- Doing Science Better: A Comprehensive Training Initiative Combining Interactive Training and Scientists – Carol Manahan, Jessica Wilan, and David Piltz
- Selling Your Ideas to Decision Makers – Jim Dawson

**12:00-1:30 Lunch (on your own)**

**1:30-3:00 (Concurrent Sessions)**

- Can You Meet the Peace Corps Challenge? An Online Educational Experience – Melissa Morales and Judee Blohm
- Quick Team Building Activities To Strengthen Communication, Commitment, and Cohesiveness in Teams – Tracy Tagliati
- Games That Teach: Three Low-Tech Favorites – Steve Sugar and Catherine Zaranis
- Impact Teaching: Experiential Classroom Activities – Michelle Cummings
- Reversal of Fortune After Unfair Games – Richard Powers

**3:00-3:30 Break**

**3:30-5:00 (Concurrent Sessions)**

- Crossing the Digital Divide: A Simulation on Awareness, Innovation, and Action in a Transforming Technological Culture – Randy Hollandsworth
- Make Learning Come Alive! – Marguerite Regan and Linda Keller
- Boost Your Happiness Through Evidence-Based Activities – Sivasailam “Thiagi” Thiagarajan
- Critical Juncture: An Addiction Simulation – Chuck Petranek and Leah Folz
- How to Have Fun with Stats – Brian Remer and Kate Koski

**5:00-5:30 Teacher Wrap Up and Certificates**



### NASAGA 2009 Teacher/Educator Day Program

The North American Simulation and Gaming Association (NASAGA) will be hosting a very special one-day program for teachers, educators, and classroom curriculum specialists as a part of our 2009 annual conference. This single-day event promises to be the most interactive in-service learning opportunity teachers have ever experienced.

Educators will be able to network with NASAGA professionals who design, implement, and evaluate games and simulations to improve learning in all types of organizations.

Participants will learn how to:

- Use more interactive ways to help students pay attention and respond appropriately.
- Bring participatory demonstration, debrief and discussion to life in your lessons.
- Actively apply the philosophies of learning styles and multiple intelligences.
- Demonstrate and experiment with some newly available processing tools.
- Develop techniques to enable students to take responsibility and ownership for experiences and transfer those experiences to real-life situations.
- Utilize activity to help groups move beyond conflicts into healthy discussion.

No matter what you teach or where you teach, learn more high-octane ideas to interactively bring your classroom lessons to life. Take advantage of this worldwide gathering of instructional designers, developers and deliverers – all in Washington, DC – and improve how you facilitate learning games, activities, and simulations. Bring a higher level of energy-efficient engagement to your students by sharing sure-fire experiential learning exercises, strategies and techniques.

NASAGA will help you explore how to design learning games, activities, and simulations, or how to improve how you facilitate learning games, activities, and simulations. Bring real-world, practical application approaches by creating activity-based connections to your classroom's content standards.

This conference is an intimate and inspiring event where participants from education and industry share new games (both digital and face-to-face), experience, play and debrief new and classic educational simulations, and discuss game and simulation design. NASAGA sessions tend to be participatory and interactive. Unlike most other conferences you attend, you won't find "death by PowerPoint" presentations or "sit and listen" panels.

\*As a professional conference workshop, the 2009 NASAGA Teacher/Educator Program can be approved by the educator's employing school division as five (5) professional development points via six (6) hours of staff development as per the Virginia Licensure Renewal Manual. As a professional conference it meets the definition of high-quality professional development addressing educational concerns through objectives designed to upgrade skills and knowledge, provide both information and motivating activities for educators to utilize with students in the classroom. All Virginia staff development activities must have prior approval from the employing school district's chief executive officer or designee.