The Teaching Template

I. The Goal / Importance / Benefit
    The inspiration needed to encourage learning

II. Philosophy / Agreeable Method
- First understand the method to the task
- Put the student back in the development thought process

III. Mechanics / Functions
- Screen flow, tools and navigation
- The nuts and bolts

IV. How To Manage
- How to execute the real-life task
- Train to the job/task, not the system

V. Supporting Examples
- Industry specific examples from over 800 implementations
- Outside the box applications to challenge top use

VI. Pitfalls to Avoid
- Traps to avoid based on our extensive experience
- Communication to provide to suppliers to avoid pitfalls

VII. Feedback available for Improvement
- Tools and methods for ongoing improvement