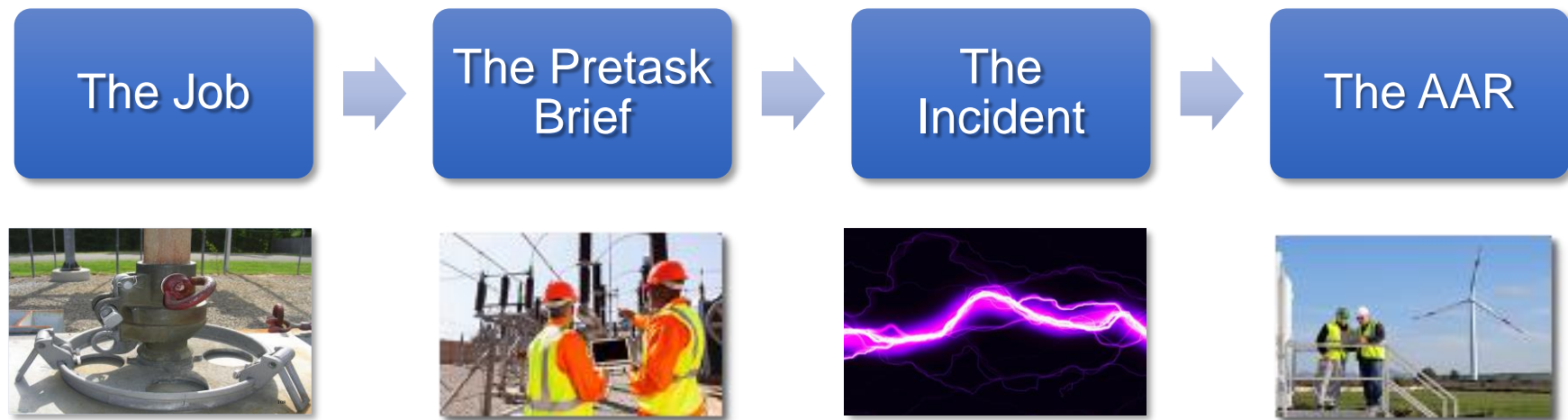


# How to Design and Lead an Interactive Teaching Case



<ul style="list-style-type: none"> <li>• Tell a story. Make listeners curious to hear what happened next.</li> <li>• Include critical details that the original crew noticed, or could have noticed, but don't highlight them.</li> <li>• Reveal only what happened <i>before the incident</i>.</li> </ul>	<ul style="list-style-type: none"> <li>• Get participants to pair up and do a prejob brief together.</li> <li>• Walk around, watch and listen. Keep them on task. Coach only when essential.</li> <li>• Draw out healthy differences of opinion and <i>their</i> reasoning. Don't reveal the "right answers."</li> </ul>	<ul style="list-style-type: none"> <li>• Reveal <i>what</i> happened, but not <i>why</i> it happened. That's what they'll discuss in the next section.</li> <li>• Tell the story from the perspective of the people directly involved. Stay "Inside the Tunnel."</li> <li>• Stick to relevant facts. Avoid tangents.</li> </ul>	<ul style="list-style-type: none"> <li>• Get participants to pair up and do an After Action Review (AAR) together.</li> <li>• Walk around, watch and listen. Correct any factual mistakes, but let them draw their own conclusions.</li> <li>• Discuss their answers &amp; reasoning before revealing yours.</li> </ul>
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