SASI Presentation
Adult Learning Style
Best Practices

1) **Think/Pair/Share**—Intermittently, propose a question or statement to reflect upon. Allow participants a few minutes to digest the question/statement. Allow about three minutes to discuss with a neighbor. If time allows, solicit remarks from a few participants for the entire group. But keep this brief, or else participants will lose interest.

2) **10/2 Model**—Speaker presents for 10 minutes then allows two minutes of participants to process what they have heard with a neighbor.

3) **Lectio Divina/Faith Sharing**—Present a text (Scripture, church teaching, poem, song, etc.)
   a. Allow someone to read the text aloud slowly.
   b. Depending on the size of the group, have participants share only a word or a phrase that “spoke” to them in their hearing of the text.
   c. Have another person slowly read the same text again.
   d. Allow participants to share more deeply in this round, setting guidelines for time based on availability.
   e. The ancient Benedictine process normally allows for four hearing of the reading over the course of an hour, but is often modified due to time constraints, especially in a large group setting.
   f. This process also takes some active facilitation to prevent a few people from oversharing, dominating the conversation, or simply talking too long or in too much detail.

4) **Brain-Teasers**—Sort the participants in groups of 2-8 people. Provide a riddle, conundrum, puzzle, activity, or a short, ambiguous piece of writing. Allow the group a period of time to process, or “solve” the problem. The outcome may or may not have a specific solution. Allow time for participants to process the work they did together. The activity may last as few as 2-3 minutes, or
up to an hour, depending on the goals and objectives of the activity. The brain-teaser should serve as an introduction to the content of the session in order to generate thought and curiosity.

5) **Role Play**—Have participants step into the role of a person described in the session, or have them role play themselves in a specific situation. They may do this with partners, or even have someone role play in front of the entire group. The idea is to engage the participants in a specific situation where they need to think about their verbal and nonverbal communication in order to accomplish a mutually satisfactory outcome.

6) **Case Studies**—After an overview of the content of the session, provide case studies for partners or teams to resolve relevant to the topic of the session. If time allows, have some partners or groups report back their conclusions.

7) **Jesuit Imagination Stories**—Prior to reading a scripture story (or even a secular story or a children’s story) prepare the participants by explaining that they will use their imagination in the story the presenter is about to tell or read aloud. It is critical that the chosen story has multiple characters. Have participants close their eyes and tell them to imagine themselves “in” the story, itself. Tell participants to determine with which character they most closely identify. After the story, allow time for them to process their experience in small groups, even as small as two members. Participants may report back as time allows.

8) **Word Association**—If the presentation involves some vocabulary, whether it is familiar to the audience or not, allow moments when participants can do rapid word association. Put the word by itself on a slide, and have participants quickly tell their neighbors what other words come to mind when they see the word in front of them. Allow for a few people to report back. Segue terms into presentation.