

# How to Design & Lead an Interactive Teaching Case



<ul style="list-style-type: none"><li>• Tell the 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</li></ul> <hr/> <ul style="list-style-type: none"><li>• Reveal only what happened before</li></ul> <hr/>	<ul style="list-style-type: none"><li>• Get participants to pair up and work on the 5 Pre-Job Questions together.</li><li>• Walk around, watch and listen. Keep them on task. Coach only when essential.</li><li>• Draw out</li></ul> <hr/> <p>and the reasoning behind them before revealing your answer.</p>	<ul style="list-style-type: none"><li>• Reveal <i>what</i> happened, not</li></ul> <hr/> <p>They'll do that in the next section.</p> <ul style="list-style-type: none"><li>• Tell the story from the perspective of the</li></ul> <hr/> <ul style="list-style-type: none"><li>• Stick to relevant facts. Avoid tangents.</li></ul>	<ul style="list-style-type: none"><li>• Get participants to pair up and work on the analysis together.</li><li>• Walk around, watch and listen. Correct any factual mistakes, but let them</li></ul> <hr/> <ul style="list-style-type: none"><li>• Discuss their answers before revealing yours.</li></ul>
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