Initial Facilitator Information—NOT TO BE SHARED WITH STUDENTS

Title: Give your exercise a name

Author(s): Credit those who developed the exercise

Target Audience: (Example: ICT5, Single Resource Boss, Division Supervisor, etc)
At what experience level and/or qualifications will the “hot seat” leader be.

Training Objective:
Given the following scenario, players...

(Example: address downhill line construction, manage an incident within an incident, etc)

...Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced: List the resources available in the scenario

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SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing To Student(s):
Fire environment conditions: List conditions
    Temperature:
    Relative Humidity:
    Winds:
    Sky:

You are...tell the story. Go from general big picture to specific current dilemma (previous seasons, current season, national situation, regional situation, incident situation, resource specifics, individual perspective)

Also included is the final dilemma and the final touch making it clear a decision must be made immediately! Example: “IC Jones / Air Attack...looks like you have a couple of spot fires in that south drainage”

You have 5 minutes to determine a course of action and prepare any communication contacts you think are necessary.

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Facilitator “Murphy’s Law” Suggestions:
The “Murphy’s Law” suggestions listed below can be added as “What ifs” at any time during the scenario to raise the stress level of the leader. You can also use one of your own:
A good TDG incorporates a healthy dose of Murphy’s Law: units get lost, communication breaks down, something unexpected happens, etc.
It is important to remember that the objective is to provide a realistic scenario. Any inputs should reflect reasonably believable fire environment situations. Good Murphy’s Law occurrences can not only cause friction but drive the TDG forward to the decision point.

Facilitator’s Notes:
This TDG should focus on...
Notes should provide the facilitator with insight to prepare to execute the TDG effectively. The notes can include leading or open ended question designed to draw out the key lessons. The first sentence of these notes should describe the intent or focus of the TDGS. For example: This TDG should focus on the Single Resource Boss responsibility to utilize lookouts to ensure the safety of their crew.

After Action Review:
Conduct an AAR with focus on the training objective.
TDGS shouldn’t have a single solution, keep the focus of the AAR on what decisions were made and why.
It is important to remember, the majority of the learning is solidified after the game has stopped. As a facilitator you must learn to teach through questioning. Open ended questions help draw out lessons and decision making processes during AARs.

Open-ended questions cannot be answered by YES or NO. These begin with who, what where, when, and why.

When asking open-ended questions one must be ready and willing to listen to the response and facilitate discussion amongst role players.