Presentation Guide: “The Dining Experience” Resident’s Rights Week 2010

Training topic: Improving Dining Experience for Residents

Time: 45 minutes to 1 ½ hours

Intended audience: Long-term Care Staff Members, Family Councils and Community Members

Course level: This is a beginning level course.

Goals:
1. Educate participants on dining experience—including more than food.
2. List positive outcomes of enhancing dining experience.
3. Introduce Learning Circles.
4. Staff will leave with goals to improve facility dining services.

Supplies:
1. Projector, computer and screen for PowerPoint
2. Small table
3. Wheelchair
4. Volunteer to set in wheelchair facing the audience
5. Table cloth
6. Plastic flowers in a vase
7. Portable radio set to loud rock station/tune to a soft music CD later
8. Other chairs and volunteers to set in them
9. Plates—tray type and regular plate (you can borrow these from the facility or buy them at Goodwill)
10. Bibs and napkins

Resources to review before training
1. Review entire PowerPoint presentation notes, do exercises and come up with examples prior to conducting training. This preparation will increase your confidence in presenting the material and equip you to field questions and dialogue with ease.
2. Review Pioneer Network document on Dining at: http://www.pioneernetwork.net/Providers/PromisingPractices/AdvancementOfDining/
3. If you have limited time you may choose to do the interactive demonstration or the learning circle.
Training suggestions:

**Step 1:**
Introduce yourself and welcome the audience.

**Step 2:**
Start PowerPoint presentation. Watch for questions to ask and bolded activities in the comments section of the presentation.

**Step 3:**
Stop the power point and do the activities. Adult Learners need these exercises to reinforce the material.

**Step 4:**
Ask if anyone has any questions at the end of the presentation.

**Step 5:**
During the learning circle encourage participants to talk about ideas they have to improve dining. At the end of the designated time encourage groups to share ideas and vote to accept one idea to go forward with.

**Step 6:**
If budget allows, give a treat to everyone who completes one.