

GUIDE - Facilitating Training of Adults with Learning Difficulties for Professional Development Project No. 2023-1-IT02-KA220-ADU-000160459

Lesson Plan for Dyslexia







Title of the lesson: Conflict Resolution in the Workplace

Subject: Soft Skills for Workplace

Duration: 1.5 hours

Learning objectives:

- Analyze all possible results from conflicts and determine how they shape professional relations positively or negatively.
- Self-awareness together with communication skills improves by noticing how we choose to communicate when facing conflict.
- The ability to intensely focus on listening should be developed for active engagement with different perspectives throughout conflict situations.
- Empathy serves as a conflict resolution tool which leads to effective dialogues when resolving conflicts.

Learning outcomes:

- Understand and recognize different conflict types in working environments
- Develop communication skills for dealing with conflict in working environments
- Develop empathy for solving conflict situations
- Practice active listening that helps resolve conflicts.









Teaching strategies:

- Group discussions will explore both conflict resolution importance along with empathy and understanding.
- Learners will develop conflict management skills through role-playing exercises under such teaching methods.
- Learning reinforcements come through visual support materials and worksheets.
- The group conducts peer and self-evaluations to assess the role- play along with practicing conflict resolution methods.

Instructional methods and procedures:

Educators should implement role-playing activities along with hands-on scenarios to enhance the application of conflict resolution approaches and soft skills development.

Introduction / Warm-up:

- Open the class with an energizing activity to trigger thoughts about communication along with empathy skills.
- Start the activity by asking participants which conflicts they have experienced in the past.

Brief description of activities:

- The group must hold a discussion about conflict situations and their resulting effects
- You will teach different conflict resolution approaches along with demonstrating why empathy features crucially in resolving disagreements.

Practical Application (Hands-on scenario):

- Role-play activities will become part of the learning process where learners practice conflict resolution methods both individually and with their groups of two.
- Learners should switch positions during their activities to understand both the perspectives of conflict.









Resources and tools:

- · Whiteboard and marking tools.
- A projector together with screen functionality is required to show visual aids.
- Worksheets with questions and conflict resolution scenarios for each learning difficulty (ADHD, Dyspraxia, Dyscalculia, Dyslexia).

Differentiation and Adaptation:

Based on the specific differentiation strategies for the learners with ADHD, Dyspraxia, Dyscalculia, and Dyslexia, this lesson plan makes sure the learners participate meaningfully in the development of their conflict resolution and soft skills for the workplace.

ADHD, has short activities in the structure, energizers with movement, easy to follow step by step written instructions and visual turn taking tools such as imaginary balls and role cards. Self-regulation, focus and organization of thoughts is supported by using sentence starters and emotion flashcards.

Dyspraxia, reduces physical demands by slow paced activities and using picture cards and simple movement mirroring. Learners can respond through pointing or choosing key cards, as well as extra time for participation, while the conflict resolution methods are presented visually using colour coded steps.

Dyscalculia, all activities exclude numbers, sequencing or ordering. The lesson includes colour coded cards, symbols and pictures (green/red feedback cards, emoji emotion cards). Learners can interact in different ways (verbally or yes/no cards), with the educator reminders and repetition, as well as clear visual instructions.

Dyslexia, by reading aloud under the guidance of the educator and utilizing large font texts, visual aids, as well as prewritten sentence starter cards with images, the pressures of reading and writing are removed. Learning proceeds through flexible participation in which learners respond by speaking or selecting cards after sufficient processing time and auditory reinforcement.









Assessment methods:

- Self-assessment and peer-assessment after role-plays.
- Reflective questions to gauge understanding of conflict resolution methods.

	TEACHING AND LEARNING STRATEGY (DYSLEXIA)			
Time	Content	Tutor Activities	Learner Activities	Assessment Method and evidence
00:00 - 00:10	Energizer Activity: "Follow the Sound"	 The educator explains how we will start: "We will begin with a listening game to warm our bodies and our minds." Ring a bell, tap softly, clap. Keep a slow rhythm and increase progressively to keep engagement. After the "listening game", add simple movements, lift arms, tap feet. 	 Listen carefully to the sounds. Clapping, tapping, snapping, copying the sound. Respond to the movement that follows the sound. The big emphasis is on group rhythm and coordination. If you are uncertain about the action, ask for clarification. 	 The educator asks the learners if they enjoyed the game. Participation is observed by the educator.









00:10 - 00:30	Group Discussion on Conflict Situations	 Educator informs the learners about the topic: "First we will discuss some issues that you may face at work." Show Conflict Situation Cards (e.g., two coworkers arguing, one person looking sad). Read each scenario aloud slowly: "What sort of thing will this have occurred at work?" "Place emotion cards: happy, sad, angry by showing the person's face in them, and ask 'how do you think the person feels?" Offer three ways to answer: Say the answer Point to yes/no cards Nod or shake your head Answers can be written on a board. 	 Look at each situation card. Listen to the educator's description. Answer according to the instructions. The educator will write the answers on the board. 	The educator evaluates the participation and the responses of the learners.
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00:30	Conflict Resolution	1. The educator shows the	1. The scenario should be read	1. Educator notes the correct
- 00:50	Methods & Empathy	Conflict Scenario Card (for example, coworker skips	aloud to you. 2. Discuss the response options.	choices and the participation.
		coffee line). 2. Read aloud the situation	3. The explanations for each choice are audible.	Provide steps to conflict solution in case the
		slowly.	4. Have you kept your posture during	learners have not
		Ask for the learner's response: "How do you think that this would best be	this process, or something made you feel uncomfortable?	mentioned.
		responded to?"		
		4. The educator tries to create a conversation about why		
		each response is good or		
		not. 5. Ask the learners about how		
		they feel concerning this situation.		
00:50 - 01:10	Role-Play Practice (Conflict Resolution)	The educator shows a Card with two coworkers in the	Educators read the scenario and the questions. Listen corefully to what he cave.	Educator notes the responses from role
		coffee machine. 2. Read aloud the scenario	Listen carefully to what he says and ask for clarifications.	play. 2. An observation checklist
		slowly:	3. Play your role by:	indicating participation.
		"If both workers want coffee and one of them is in hurry,	 Saying the sentence aloud, -Point the sentence card. 	3. After each round any praise or verbal feedback is given
		should the first one step	-Listen actively what the other	to reinforce learning.
		aside without arguing? But this is not the first time that	learners have to say. 4. Observers give feedback	
		this has happened." What	using green/red cards.	
		can you say?" 3. Use Role Cards with images	Be ready to switch roles and repeat the activity.	
		Jo. Coe Noie Carus with illiages	repeat the activity.	









	for assigning roles.	6. Give feedback and think	
	-Person A (needs coffee	about your participation.	
	and was there first)	and any year participation.	
	-Person B (needs also		
	coffee and is in hurry)		
	-An observer is the person		
	that gives feedback with		
	green or red cards.		
	Give some Sentence Starter		
4.	Cards for large text and		
	pictures ("I feel…" to "Can		
	we" Please").		
5	Educators read the sentence		
3.	aloud and ask learners to		
	choose a sentence card.		
6	Start the role-play. Promote		
0.	calm speech as well as		
	active listening.		
7	Feedback cards are provided		
'	in green (calm and polite) or		
	red (rude and angry) by the		
	Observer.		
8	Change roles so that all		
	learners assume the position		
	of Person A, Person B and		
	Observer.		
9.	Do praise participation and		
	explain feedback simply		
	after each round.		









01:10 - 01:20	Reflection and Self-Assessment	 Self-Assessment Cards with 3 emoji faces should be given out:	 Self-assessment with choosing an emoji face. Each question is read by the educator. Always receive feedback kindly (say "Thank you" or nod). Ask for the educator's help if you are unsure. 	 Educators note the results from the self-assessment cards. Complete with feedback on the process.
01:20 - 01:30	Wrap-up and Summary of Learning	 Present 3 Steps Cards (Calm, Speak, Listen). Ask aloud (slowly): "There is someone who wants to show me how to stay calm?" "There is somebody who can show me to speak kindly of how it feels like?" "Who can tell me how to listen better?" Learners answer the questions verbally. Each learner will share one 	 Choose one of the 3 Step Cards to answer the review questions. Share 1 thing you learned or what you will remember. If something is unclear ask more questions. 	Educator observes learner participation in the final review.









thing they will remember from what they learnt. 5. Finish with group applause.	









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