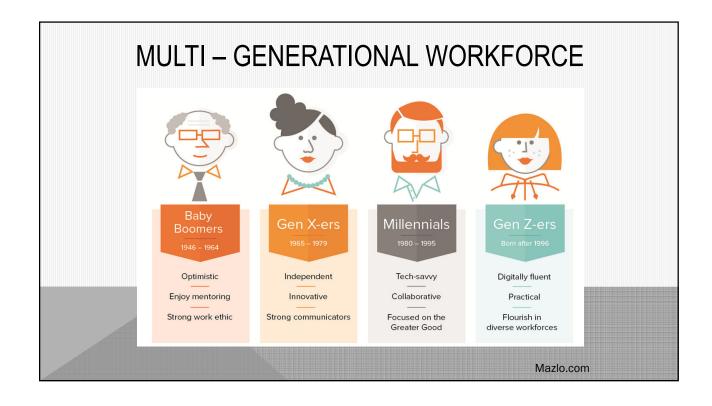
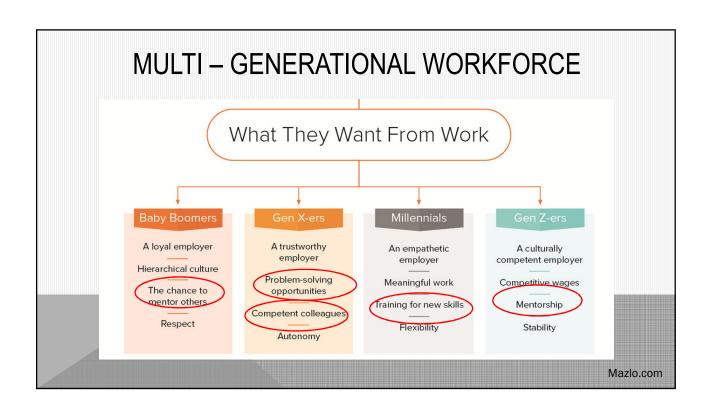
## **Taming & Teaching Sanitation**

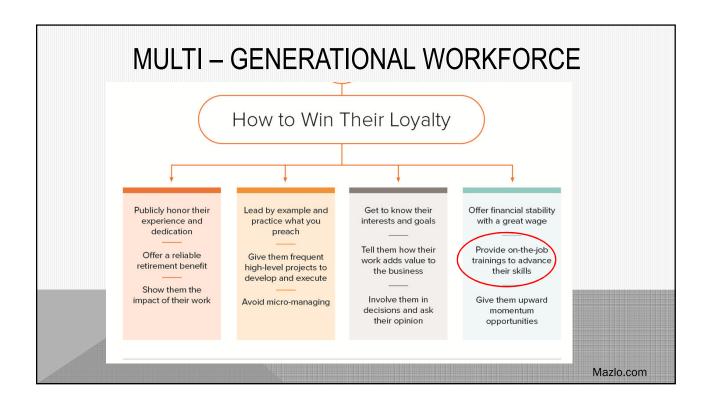
Julie Halfpop RDN, LD Director of Nutrition Martin Bros. Distributing Inc. jhalfpop@martinbros.com











## GENERATIONAL LEARNING STYLES DIFFER

- Educational past
- Work history of parents
- Popular culture-learning, collaboration & entertainment
- Technology



#### **WORLD WAR II GENERATION**

- Prefer lecture & expert presentations. Don't want to be embarrassed.
- Grew up in the classroom atmosphere & the strict "don't speak"
- Like On-the job training (be sensitive to their experience/age)
- Still like printed book for study
- Make ideal mentors in select roles
- · Many embrace technology



#### BABY BOOMERS (1946-1964)

- Workaholic approach with extra effort to achieve success
- Expect more personally-focused learning structure
- Classroom format with interaction
- Pefer stable, risk free environment but want to interact with others
- Like practical and fun activities that allow for team exercises, storytelling
- · Will use technology if need to
- Prefer printed books but happy to move to online reading

## **GENERATION X (1965-1980)**

- Learn by doing
- Prefer self-directed learning
- Build in lots of activities-field trips, debates, roleplay and games
- Desire immediate feedback
- Use technology where possible
- Will turn to computer before book

## MILLENIALS/GEN Z (BORN AFTER 1980)

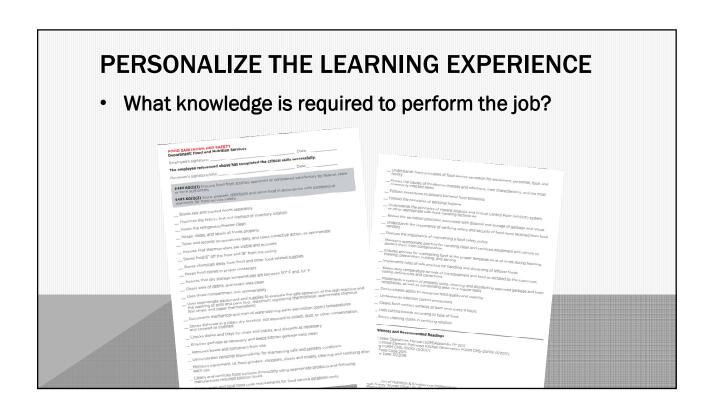
- Prefer collaborative learning environments peer interaction
- Enjoy fast-moving interactive activities
- Like it short/sweet (not endless power points)
- Want to be edu-tained
- · Expect technology to be used
- Enjoy games and social networks as a part of learning
- Will use smartphones

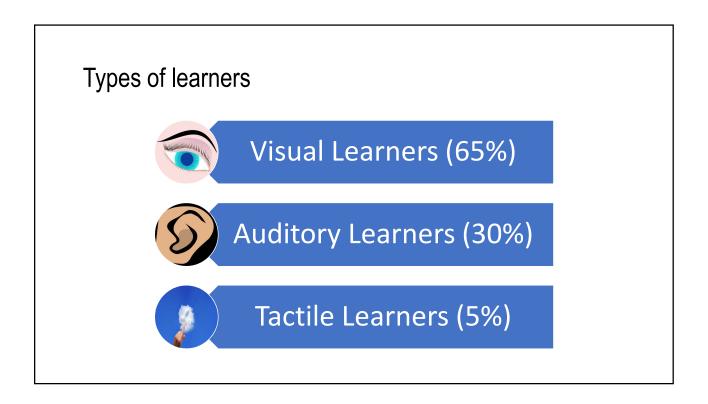


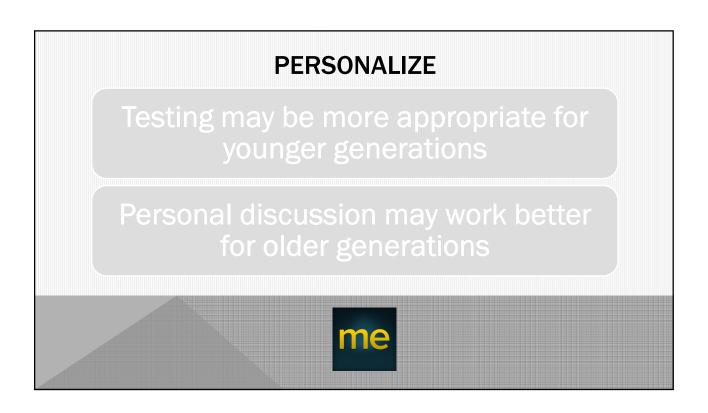
#### **KEYS TO SUCCESS**

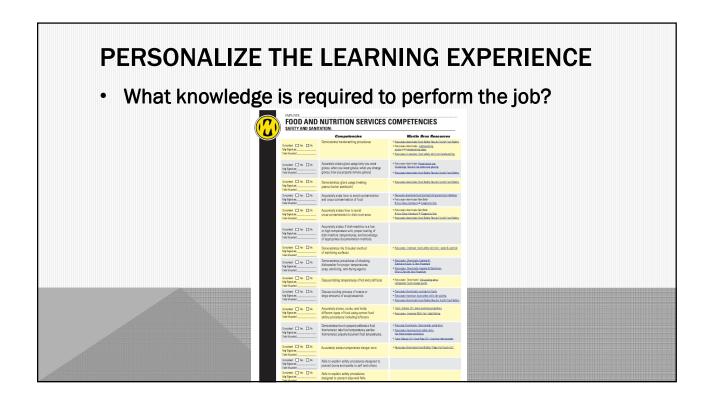
- Personalize the Learning Experience
- Engage Your Learners
- Recognition and Reward
- Gaming
- Social Learning

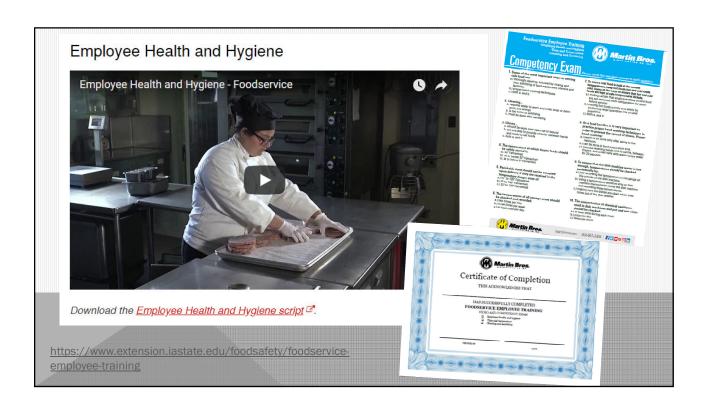




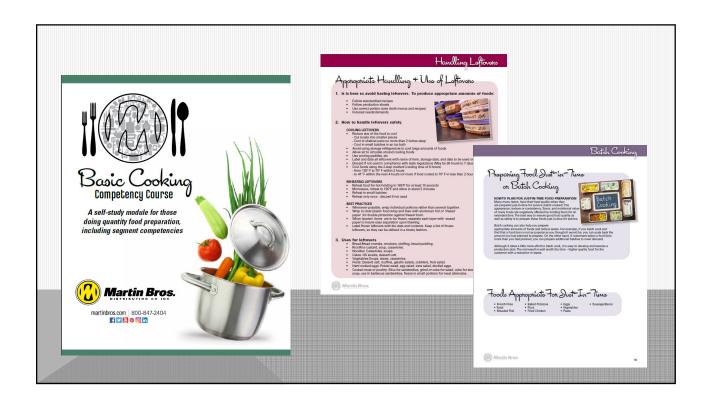










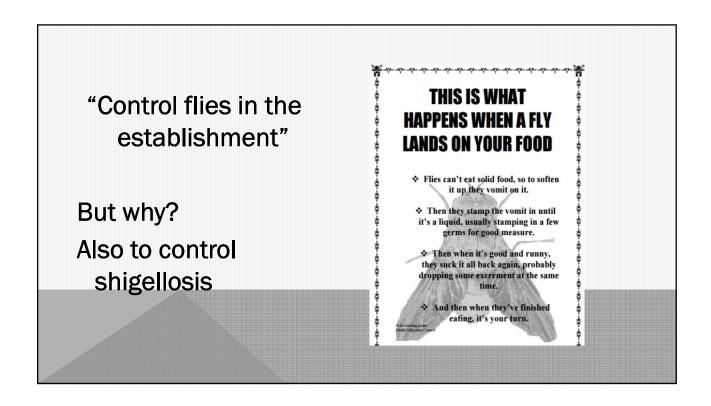


#### **ENGAGE YOUR LEARNERS**

- Self-interest
- Desire to improve
- Being challenged
- Part of a team
- Recognition
- Have fun



Engagement won't happen because it is required, we need to grab them!





#### **GAMING:**

USE OF GAME MECHANICS IN THE DESIGN OF LEARNING IMPROVES ENGAGEMENT & ACCELERATES LEARNING

- Video Games
- · Games of Chance
- Role Playing
- Simulations
- Building & Constructing
- Puzzles & flashcard games



#### **GAMING:**

- Addresses skills, attitudes, beliefs
- · Creates less resistance to learning
- Encourages experimentation (innovative thinking)
- Less stressful than other education methods
- Creates a competitive spirit and teamwork



#### **SOCIAL LEARNING**

- Team Exercises
- On-the-job Training
- Mentoring
- Social Media
  - Communities of practice/discussion groups



Re: Use by date

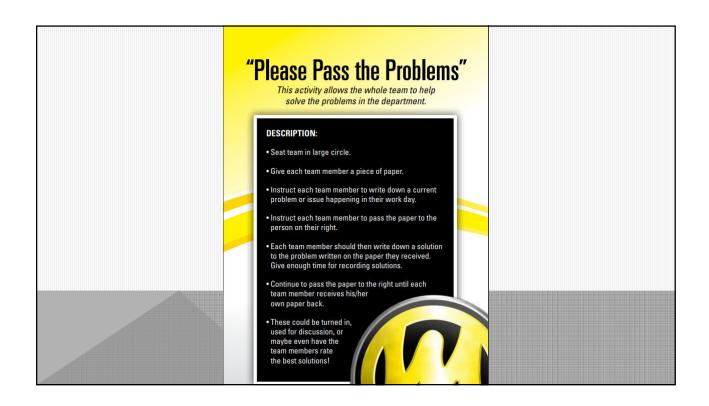
Reply to Group

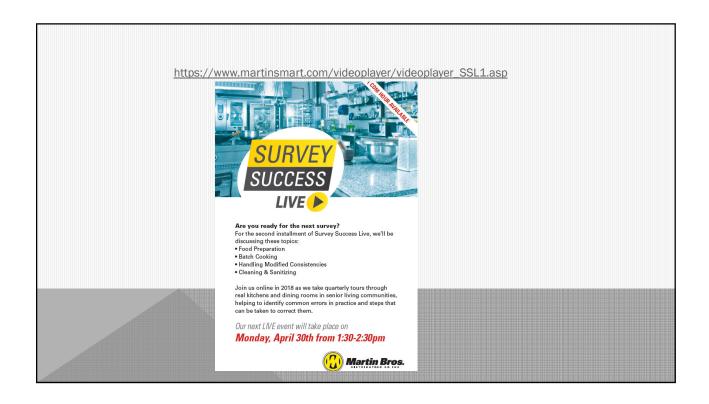
eply to Sender



Mar 20, 2018 7:04 AM Pamela Winans

Ask your RD. Yes there is a UBD list. If RD does not have one let me know. Send me fax number and I'll fax to you. It's a very handy tool. All items opened need UBD except freezer and that should have opened date. Oh and now because of allergies you can not have any product in bags or wrapped without what in product. I guess this is a new thing with survey. I went on line and got ingredients for my cereals as I have dispensers.



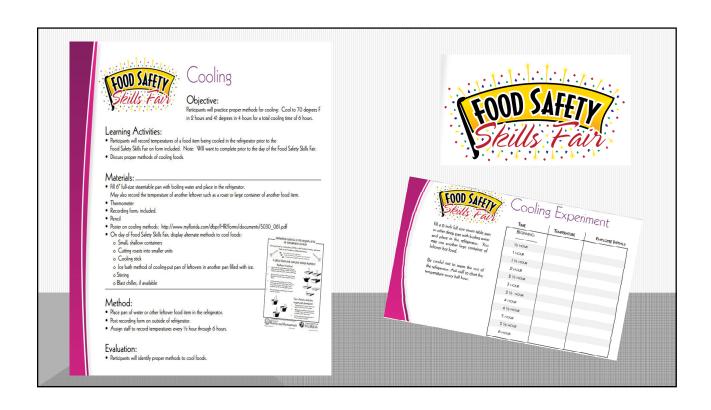


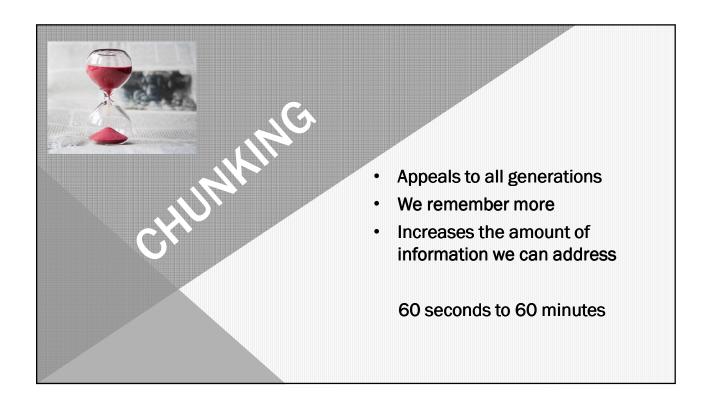
#### **SURVEY PREPAREDNESS QUESTIONS**

- Do you use pasteurized eggs?
- Can you show me your temperature logs?
- Do you keep a temperature log when cooling foods?
- How do you thaw meat?
- Do you serve leftovers?
- What do you do if a resident complains about the temperature of a food?
- What do you do if you have diarrhea, fever with sore throat, vomiting and are scheduled to work?
- How many seconds do you wash your hands for?
- · What kind of dishmachine do you have?
- If your high temperature DW reads under 180 degrees F what do you do?

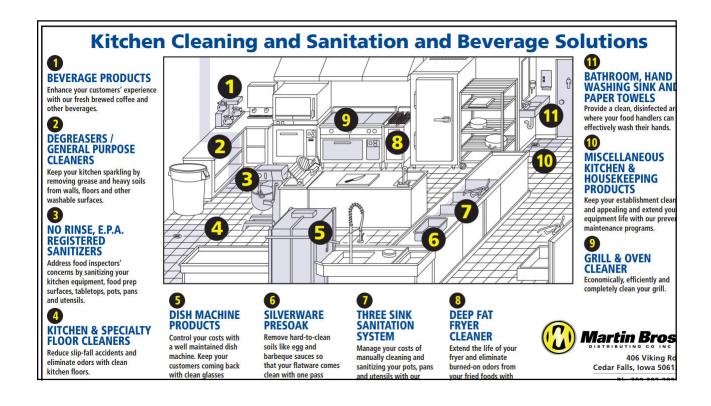
## **CHUNKING**

DEVELOPING INFORMATION ON A SINGLE NARROW TOPIC & DELIVERING IN A SHORT, SIMPLE, MEMORABLE WAY





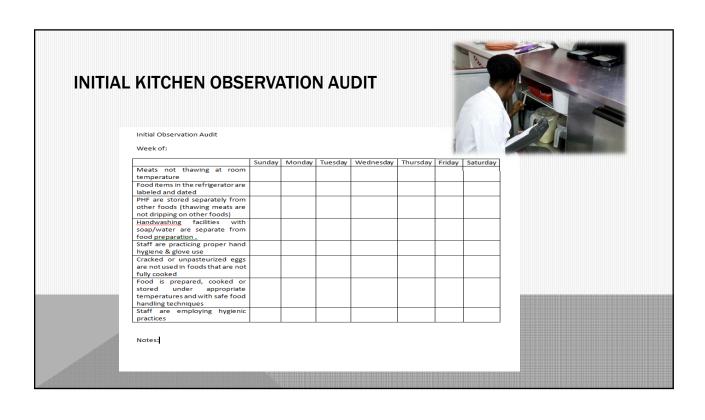


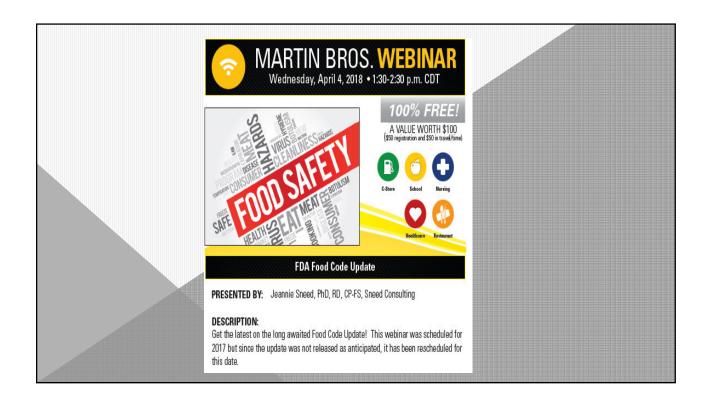


## LEARNERS NEED TO USE A MAXIMUM NUMBER OF SENSES

#### Adults retain new knowledge in relation to the following modes:

- ■10% of what they read
- ■20% of what they hear
- 30% of what they see
- •50% of what they see and hear
- 70% of what they say
- 90% of what they do





#### **MEASURING SUCCESS**

**Polling** 

Rating

**Small Group Discussions** 

**Listing Responses on Newsprint** 

**Interviewing Partners** 

Questioning

**Sentence Completion** 

## **Culturally Effective Communication**

- ₩<u>E</u>-Everyone has a culture
- #T-Take time to collect relevant info
- ₩<u>H</u>-Hold all judgements
- $\frac{1}{N}$ -Notice &negotiate differences
- $\mathbb{H}\underline{I}$  Involve cultural resources
  - C-Collaborate



## THE FORGETTING CURVE

## Participants will forget:

- ■55% within one hour
- ■65% after a day
- ■75% after a week

#### **QAPI IDEAS:**

- Lack of competency criteria and checklists/evaluation of staff
- · Lack of training on new regulations
- Lack of comprehensive cleaning schedule with specific staff assigned and staff initialing to document
- Lack of Manufacturer Guidelines for cleaning & sanitizing all equipment and log to ensure compliance
- Lack of log or monitoring of red sanitizing buckets for effective sanitizer use
- Staff unsure of use of 3 compartment sink when dishmachine down

Linda Handy: Dec 2017 Nutrition & Foodservice Edge

# HOW DO YOU MAKE YOUR TRAINING CREATIVE AND MEMORABLE?