

Practical Training Developer



Course aim

The use of Air Traffic Control (ATC) simulations is crucial in training and improving the skills of air traffic controllers in managing aircraft traffic in the air and around an aerodrome. The training aim of the Practical Training Developer Module is to equip trainees with the skills and knowledge necessary to create effective practical training programs.

Course structure

The course duration is ten days.

The course is both theoretical and practical. Trainees will be prepared in classroom lectures before they workshop around designing exercises. They will visit with our exercise developers to see what they do and how the use the design the trainees have made is brought to life before the proceed to the simulator to test and validate the exercises they have designed.

Content in brief

This course is designed to introduce trainees to the world of practical training development including the pedagogical aspects of designing scenarios to be trained, how they connect to training milestones and objectives as well as the practical aspects of designing airspace, flight plans, coms panels etc. The course is based on the Competency Based Training and Assessment, CBTA, concept. Students will be introduced to the concept both in theory and in practice

After completion of the module the trainees will understand the pedagogical components of practical training and be able to create scenarios that:

- Mimic realistic and relevant situations designed to reach specified and defined learning objectives.
- Prepare and train students' skills in facing different situations.
- Train student abilities to face situations that may occur in the real world, thereby increasing effectiveness and efficiency in managing aircraft traffic.
- Serve custom scenarios to be trained, such as emergency scenarios or other unique situations.

Prerequisites

Experienced ATCO or FISO