

## BACKWARD DESIGN

- Visualizing the Ideal Student
  - What will they be able to do?
  - What will they know?
  - What will they understand?
  - What will they value?

## THE PUBLIC DEFENDER

What skills do they need?

- Client interviewing and counseling
- Discovery practice
- Investigation
- Negotiations
- Motions writing
- Trial skills
- Etc., etc., etc.

I CAN'T DO IT

## THE TIE THAT BINDS – THE ANIMATING THEORY

- What is the concept that the expert grasps, from years of practice, that the novice does not yet understand?
- When my students reach decision points and are unsure about what to do, can they retreat to a single principle that will give them some direction and help them resolve dilemmas?

# ANIMATING THEORY EXAMPLES

- Torts: Who writes the check?
- Criminal Defense Clinic: The best lawyer is the best prepared lawyer.
- Criminal Defense Clinic: The client's wishes inform the lawyer's path.

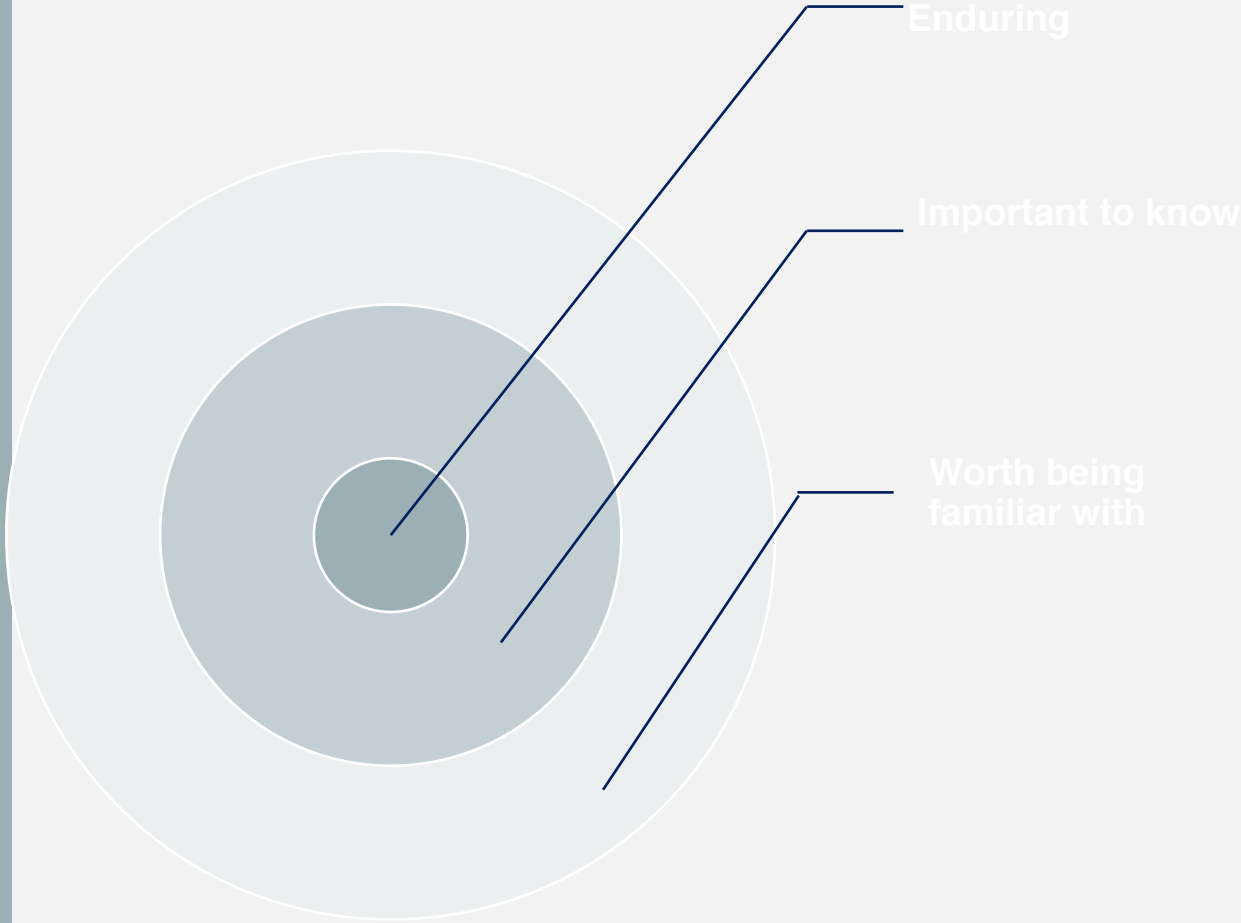
IS MY GOAL . . .

- Cognitive?
- Affective?
- Psycho-motor (or skills-based)?

## SCALING DOWN: UNIT ON NARRATIVE

- Animating theory:  
the Constructing narrative for advocacy requires considering the perspectives of all characters in the story, including your audience, your client, and your own.

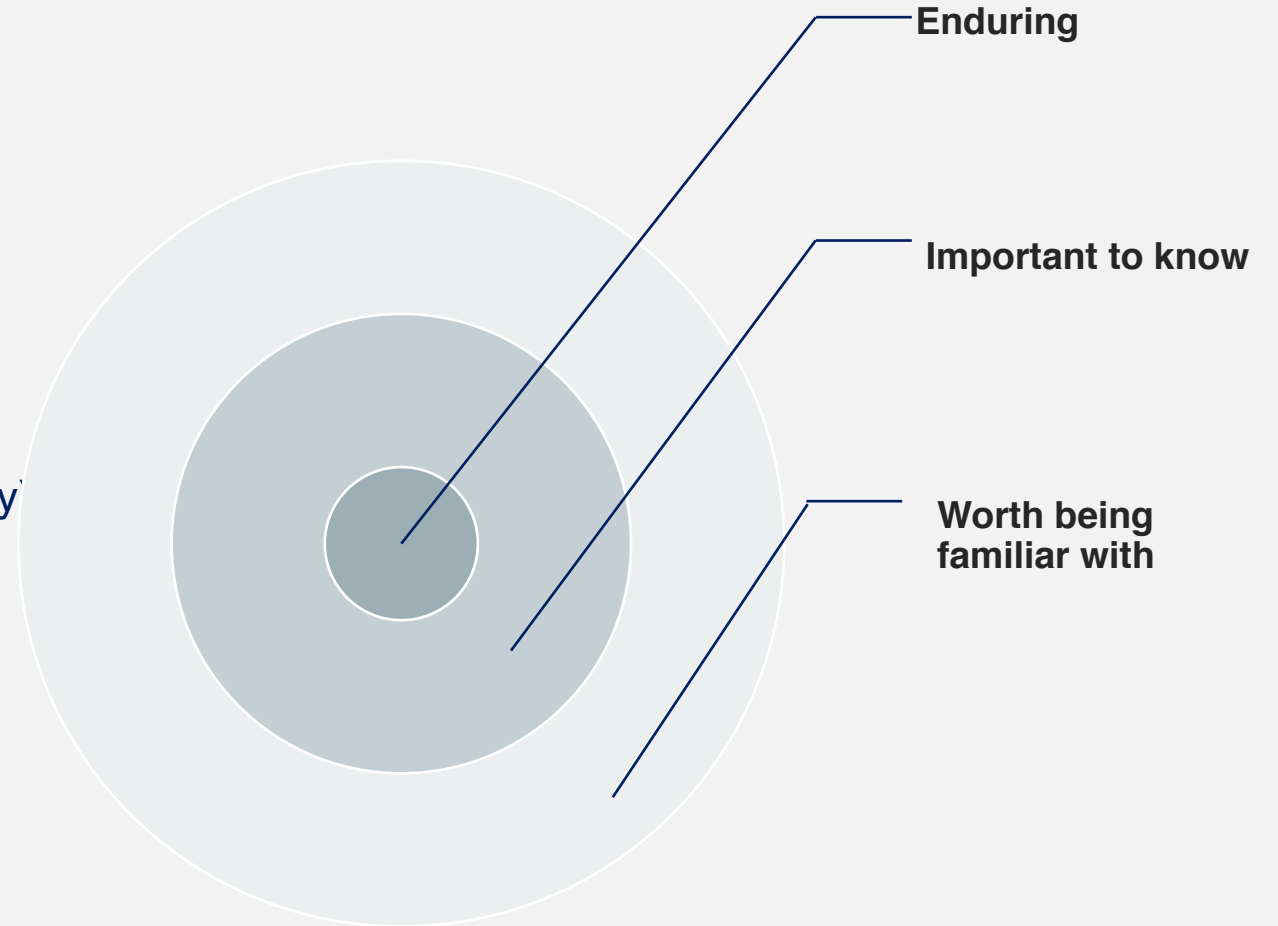
# SETTING PRIORITIES





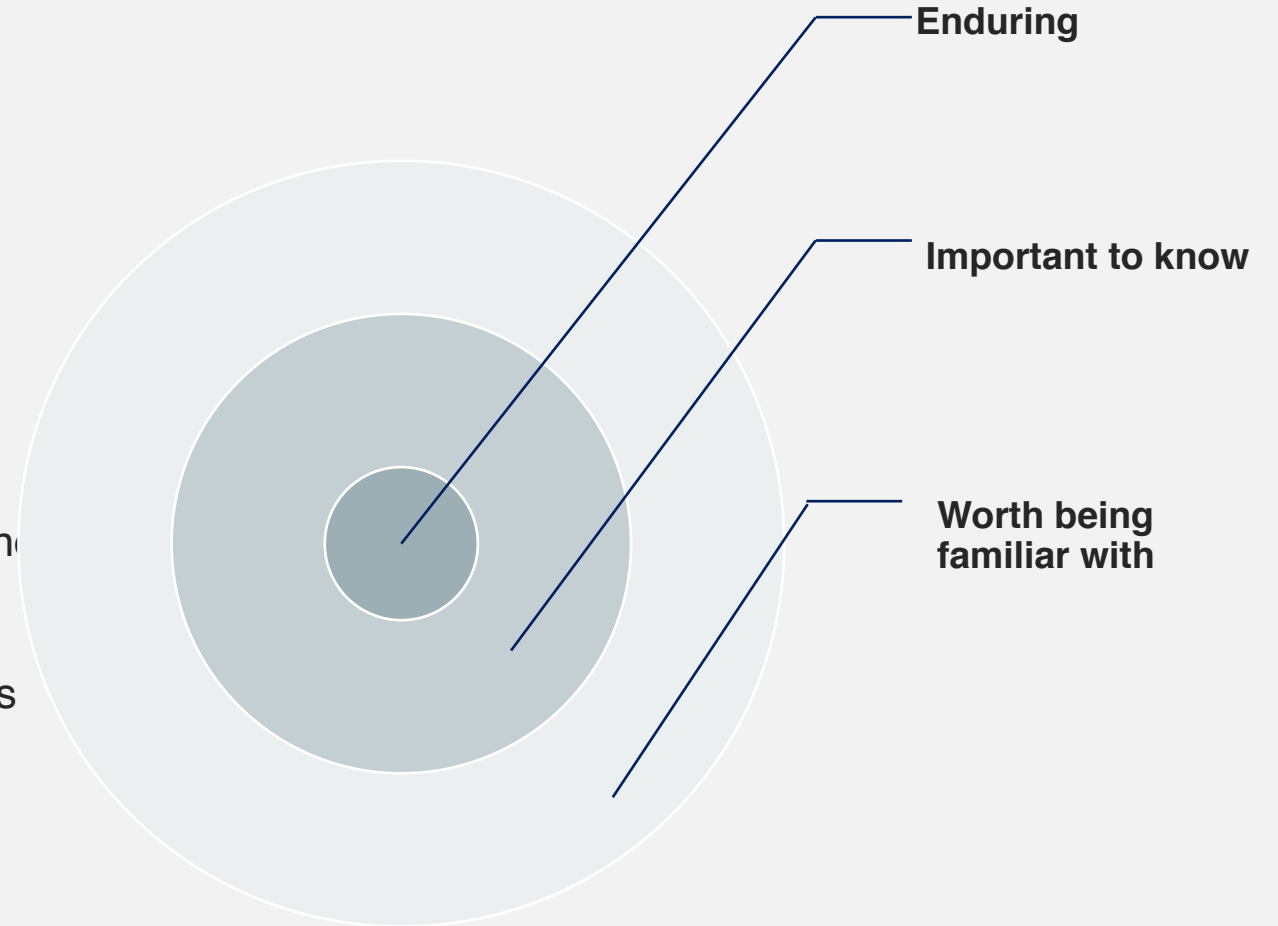
# ENDURING

- Perspective-taking
- Importance of understanding applicable law
- Core narrative principles (e.g., primacy, recency)



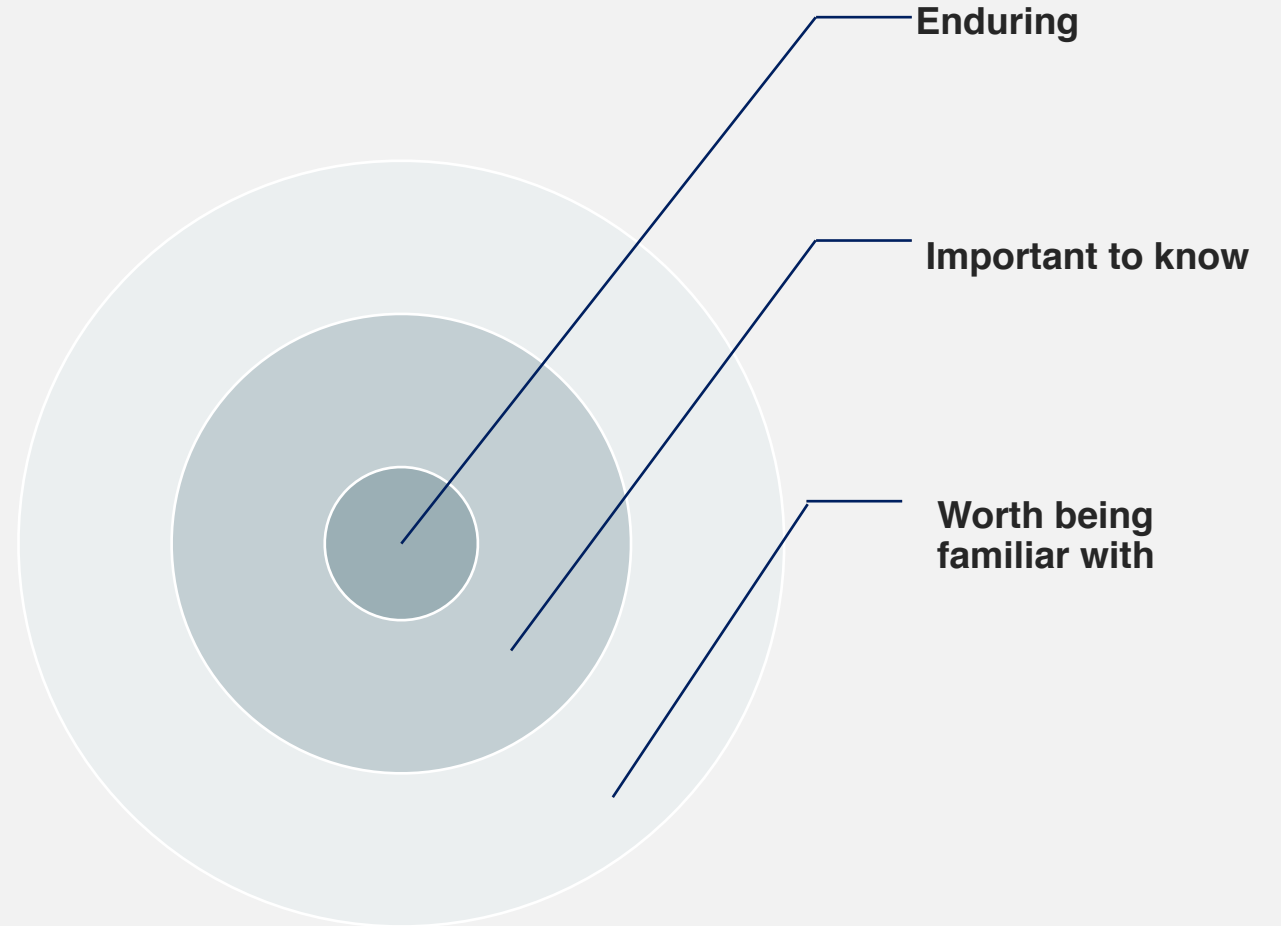
# IMPORTANT

- Basic, initial legal research steps
- Importance of understanding parameters for narrative vehicle (e.g., rules related to opening statements)
- Importance of properly determining, framing, and incorporating “facts beyond change”
- Importance of intentionality in addressing things proactively vs. responsively



# WORTHWHILE

- Basic legal research skills
- Rhetorical categories
- Rhetorical devices



# BREAK-OUT

- Go to your original group.
- Identify the scrivener.  
(I would prefer not to.)
- 20 minutes to work through 1 and 4.
- Click submit.
- BUT do not close the form.
- Back at 2:00.

