

Adventure Builder

Teaching Model - Fundamentals L1
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PSIC Adventure Builder Teaching Model - Fundamentals

Delivering The Method. Creating The Adventure.

Laying the Foundation: Confidence, Clarity, and Connection

Level 1 (L1) marks the beginning of the instructor journey—an entry point into the PSIC's teaching philosophy and the **Adventure Builder** (Figure 1). As a new level one the Progression will provide you with a clear roadmap *from the never ever skier* all the way to parallel and beyond. This is the backbone of the L1 content and you will know this well by the end of the certification process. At this stage, the Adventure Builder offers essential structure to help new instructors plan, deliver, and reflect on lessons. Using both **The Method** and the **Technical Blueprint** to help guide you through the **Adventure Builder** and teaching cycle; it provides a dependable, repeatable approach that builds technical confidence while fostering positive guest experiences. Instructors learn to communicate clearly, observe movement, and guide beginner skiers with empathy and enthusiasm. This stage emphasizes trust, clarity, and simple progression—key building blocks of professional growth.

For new instructors, the **Adventure Builder** provides a clear, structured approach to delivering lessons that are engaging, supportive, and rooted in the fundamentals of movement and communication.

Core Elements of the Beginner Model:

1. Connect & Create

- Build trust and establish rapport.
- Use empathy and curiosity to learn about your student.
- Provide simple, relatable explanations.
- Co-create a learning experience through purpose, presence, and play.

2. Facilitate & Feedback

- Set a clear goal and explain the “why.”
- Demonstrate the task and outline key points.
- Offer frequent, supportive feedback focused on small wins.
- Observe, communicate, and reinforce what’s working.

3. Practice & Play

- Provide structured practice with repetition.
- Include playful drills and variety to keep learning engaging.
- Focus on one thing at a time and allow time-on-task.

Teaching Flow and Structure (L1):

- Start with **Connect & Create**
- Move into **Facilitate & Feedback**
- Finish with **Practice & Play**
- Loop back based on student response

This cyclical process builds confidence and consistency. It reinforces progress through clarity, connection, and constructive feedback.

Growth Mindset:

The model gives Level 1 instructors the foundation to plan, teach, and adapt lessons based on real-time student needs—all while staying grounded in the PSIC Technical Blueprint and student-centered philosophy.

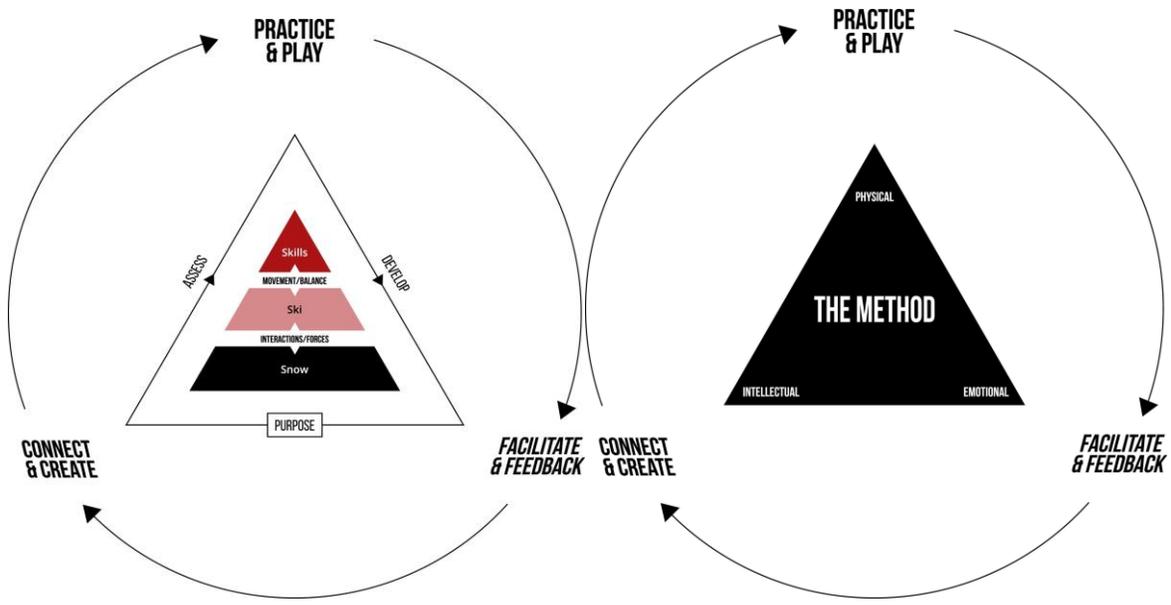


Figure 1: Visualization models of the Adventure Builder.

Sample Teaching Flow L1:

Teaching Phase	Instructor Actions	Student Experience
Connect & Create	Greet student(s), establish trust. Learn about goals. Introducing the lesson.	Feels welcomed, safe, and understands the goal.
Facilitate & Feedback	Explain What, Why, and How. Demo. Ask for questions. Provide cues.	Feels guided, supported, and engaged.
Practice & Play	Use drills and terrain, promote repetition, add challenges. Observe and support.	Practices with purpose and fun. Gain confidence.