EO M123.01 – DEFINE BASIC NAVAL TERMINOLOGY

1. **Performance:** Define Basic Naval Terminology

2. **Conditions:**

   a. Given:

      (1) Diagrams of ships listing the parts;

      (2) Supervision; and

      (3) Assistance as required.

   b. Denied: Nil.

   c. Environmental: Suitable classroom facilities / training area large enough to accommodate entire group.

3. **Standard:** The cadet shall define basic naval terminology and recognize the importance of this terminology as a naval custom.

4. **Teaching Points:**

TP	Description	Method	Time	Refs
TP1	Explain the use of naval terminology.	Interactive Lecture	5 min	A1-007 (pp. 9-1 to 9-3 and 9A-1 to 9A-11)
TP2	Define naval terminology.	In-Class Activity	45 min	A1-007 (pp. 9-1 to 9-3 and 9A-1 to 9A-11) A1-008 (pp. 47 to 48)

5. **Time:**

   a. Introduction / Conclusion: 10 min

   b. Interactive Lecture: 5 min

   c. In-Class Activity: 45 min

   d. Total: 60 min

6. **Substantiation:**

   a. An interactive lecture was chosen for TP 1 to orient the cadets to basic naval terminology.

   b. An in-class activity was chosen for TP 2 as it is an interactive way to provoke thought and stimulate interest among cadets about naval terminology.

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Verify against the official publication.

7. **References:**

   a. A1-007 A-CR-CCP-004/PT-002 D Cdts (1983). *Royal Canadian Sea Cadets Manual Volume 2*. Ottawa, ON.

   b. A1-008 A-CR-CCP-004/PT-001 CCP-1004 D Cdts (1977). *Royal Canadian Sea Cadet Manual*. Ottawa, ON.

8. **Training Aids:**

   a. Presentation aids (eg, whiteboard / flipchart / OHP / multimedia projector) appropriate for classroom / training area;

   b. Markers;

   c. Tape;

   d. Paper;

   e. Jargon Jeopardy cue cards (Annex A to the Instructional Guide);

   f. Large cue cards; and

   g. Blue and white paper.

9. **Learning Aids:**

   a. Jargon Jeopardy game;

   b. Term-inator activity; and

   c. Term hunt activity.

10. **Test Details:** There is no formal assessment of this EO. Instructors will confirm the cadets' comprehension of the material during the activity and end of lesson check.

11. **Remarks:**

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