DEMONSTRATIONS

Demos with some additional verbal information often lead to better performance than silent demos

If you **talk** through some technical points during your demo, the learners are more likely to achieve those technical points, and often perform better.

Talking seems particularly helpful to describe the **order** in which a **sequence** of movements should occur.

BLAH BLAH BLAH

The performance is likely to dip if you give technical points that are complicated, incorrect or you give too many of them. Silent demonstrations would be better here

Making noises can help to emphasise rhythm or timing in your demo

Ask yourself - what extra info do they need?
- how much extra info can they deal with right now?

Aim add the **right amount** of the **right information** to your demo