



RHUMB LINES

Straight Lines to Navigate By



Sept 2, 2010

Today's Navy Training

"When I go back to the fleet, I will report that the well-balanced training you [Naval Education and Training Command] provide, which combines instructor-led, hands-on and computer training, is meeting the needs of my Sailors. We must always take into account that the partnership between the fleet and the training commands must be mutually beneficial to our operational commitments and future. Communication between the two is vital."

– Force Master Chief Gary McClure, Commander, Naval Air Force Atlantic

The mission of the Naval Education and Training Command (NETC) is to educate and train those who serve, providing [tools and opportunities](#) to ensure Fleet readiness, enhance personal and professional growth and development, and enable life-long learning. To achieve its mission, NETC uses a variety of teaching techniques including: instructor-led, hands-on, simulation, gaming and computer-based training. These five techniques combine to form the blended training solution.

Blended Training

- *Instructor-led.* Navy instructors provide an essential element in training. They mold and [develop the fleet's future leaders](#) and, after their instructor tour, take back the latest knowledge and technology to the fleet.
- *Hands-on labs.* Sailors are provided with the opportunity to reinforce other teaching methods through practical application in labs. These labs provide modern, fleet-compatible equipment for student training, including such items as diesel engines, jet engines, ordnance, and rotor head assemblies.
- *Simulation.* Using technology to deliver training through simulation enables realistic, cost-effective, low-risk training. Simulators are being used to train Sailors in many areas, including the Navy's littoral combat ships, air traffic control, welding, weapons firing, and heavy equipment operation.
- *Gaming.* Games give students an opportunity for social interaction, role playing, and team training. They replicate the work environment, providing engaging, immersive and interactive learning situations.
- *Computer-based training (CBT).* CBT includes any training that uses a computer as the focal point for instructional delivery. With CBT, training is provided through the use of a computer and software that guides the student through an instructional program. A high-tech CBT digital tutor is being developed that will actually monitor the student's progress and adjust the lesson plan based on the student's learning profile.

The common element of these delivery methods is they all require fleet feedback to be successful. Several mechanisms exist for fleet feedback, including [leadership visits to training sites](#); internal formal course review; human performance requirements review; and job, duty, task analysis. These mechanisms provide ample opportunity for Enterprise leaders to review current training methods and provide input directly to the schoolhouse.

Key Messages

- Training is the backbone of the fleet that enables the Navy to be a "Global Force for Good."
- The professional quality of our training is one of the Navy's asymmetric advantages over our enemies.
- Education and training directly impacts the Navy's ability to meet the objectives of the Maritime Strategy.
- Instructor duty provides subject matter experts, who return to the fleet with the most current rating knowledge.

Facts & Figures

- Naval Education and Training Command consists of 15 [Learning Centers](#) organized by Enterprise and ratings.
- Training is conducted at more than 230 school houses across the U.S. and the world.
- NETC provides training to more than 35,000 Sailors, Marines, Airmen, Soldiers, Coast Guardsmen and [international students](#) on any given day.
- To learn more about training and tools available to Sailors visit NETC website at www.netc.navy.mil/.