

HOW TO DELIVER FUN, ACTIVITY BASED TRAINING

Generate a [group quote](#) today

How To Deliver Fun,
Activity Based
Training



COURSE LENGTH: 0.5 DAYS

Knowledge is better grasped and retained if the training is activity-based, interactive and fun. Training delivered in such a way interests, engages and allows trainee participation, which allows complete involvement in the learning process.

The PD Training How To Deliver Fun, Activity Based Training provides trainers with specific knowledge, tools and techniques to make training highly effective. It includes using humour, tested learning principles, choosing appropriate activities, conducting post-course analysis and preparing for a training session.

This highly valuable and effective training course is now available Australia-wide including Brisbane, Sydney, Melbourne, Perth, Adelaide, Canberra and Parramatta.

Please click on the Public Class tab below to view our How To Deliver Fun, Activity Based Training course schedule by city or click the In House Training tab to receive a free quote for courses delivered at your preferred location.

HOW TO DELIVER FUN, ACTIVITY BASED TRAINING COURSE OUTLINE

FOREWORD

During this course, participants learn the techniques to deliver fun, activity-based training including introducing humor and games, developing original games, learning troubleshooting, and using creativity.

How To Deliver Fun, Activity-based Training Course is a short training course designed to develop a comprehensive understanding of the kind of humor and activity suitable for a classroom, and how games can help in engaging participants.

OUTCOMES

This intensive and fun course is the fastest way to develop a deep understanding and skills in delivering fun, activity-based training that enhances its outcomes.

After completing this course, participants will have learned to:

- Include appropriate humor and games during training
- Use different types of games
- Understand the methods to elicit participant buy-in
- Apply humor principles in adult learning
- Troubleshoot when games go badly
- Develop their own games
- Have fun during training
- Get everyone on board
- Choose the right game
- Intervene and restore the fun when games go wrong
- Use humor in training
- Use quick and easy games for easy understanding
- Create a game

MODULES

Lesson 1: Course Overview

- Welcome & Introduction
- Workshop Objectives
- Review of The Learning Cycle & Adult Learning Principles
- The Value of Activity Based Training

Lesson 2: Let's Have Some Fun!

- The Value of Games
- Favorite Games

Lesson 3: Getting Everyone on Board

Lesson 4: Choosing The Right Activity

- Getting Buy-In
- Learning From the Truly Greats and Big Mistakes

- Preparation is The Key
- Reluctant Participants
- Choosing The Right Activity

Lesson 5: When Activities Don't Work

- Great Activity Experiences
- When Activities Don't Work
- Analyse & Deal With Activities That Don't Work & Why

Lesson 6: Using Humor in Training

- It's a Fine Line
- Explore & Apply CREATIF
- Humor & Adult Learning Principles

Lesson 7: Wavy Lines

- Example Game

Lesson 8: Quick and Easy Games

- Why These Games?
- Hot Potato
- Passing Introductions
- The Orange

Lesson 9: Creating a Game

- Game design worksheet

:

WEB LINKS

- [View this course online](#)
- [In-house Training Instant Quote](#)