PROFESSIONAL DEVELOPMENT TRAINING

# How To Deliver Fun, Activity Based Training

REQUEST QUOTE

0.5 DAY COURSE

**This How To Deliver Fun, Activity Based Training course provides trainers with the knowledge, tools and techniques and skills to conduct activity-based training events that are fun, easy to understand and interesting.**

**After completing this course, you will have learned: the appropriate humor and games for adult training, how to choose the right game, what to do when the games go badly, creating and developing the right activities that will introduce the "fun" element to an effective training session.**

**This comprehensive training course is available across the U.S., including Atlanta, Austin, Baltimore, Birmingham, Boston, Charlotte, Chicago, Dallas, Houston, Jackson, Los Angeles, Manhattan, Miami, New York, Orlando, Philadelphia, San Antonio and Seattle.**

### What You'll Gain:

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 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: Using Humor in Training
- It's a Fine Line
- Explore & Apply CREATIF
- Humor & Adult Learning Principles

### Lesson 3: Choosing The Right Activity
- Preparation is The Key
- Getting Everyone On Board
- Reluctant Participants
- Choosing The Right Activity

### Lesson 4: Skill Building
- Apply Activities To The Right Topic
- How To Link The Activity With The Topic
- Practice & Feedback

### Lesson 5: When Activities Don't Work
- Great Activity Experiences
- When Activities Don't Work
- Analyze & Deal With Activities That Don't Work & Why

### Lesson 6: Workshop Wrap Up
- Workshop Review
- Action Plan

**Talk to our expert team**

**Phone:**

Email: