



Using Activities to Make Training Fun

Objectives

This one-day workshop will help you teach participants how to:

- Understand how training can include the use of humor and games
- Use different types of games
- Identify methods to elicit participant buy-in
- Use humor principles in adult learning
- Troubleshoot when games go badly
- Develop their own games

Duration

1 day

Audience

Trainers, Facilitators, Teachers

Pre-Requisites

Outline

You will spend the first part of the day getting to know participants and discussing what will take place during the workshop. Students will also have an opportunity to identify their personal learning objectives.

- Let's Have Some Fun
 - We will begin the day with a brief review of the learning cycle and adult learning principles. We will also discuss the value of games in training. Participants will then have an opportunity to share their favorite training game.
- Buy-in!
 - During this session, we will discuss three things that can help the participants see the value of training games. We will also discuss some great game experiences and some games that flopped, and what we can take away from these lessons.
- Choosing the Right Game
 - Preparation is key to the success of any trainer. This session will discuss some different types of games and activities. We'll also talk about how to deal with reluctant participants.
- When Games Go Badly
 - Despite our best intentions and planning, sometimes a game won't work. We will discuss how to anticipate, avoid, and deal with problems.
- Using Humor in Training
 - It's not hard to be funny; just be CREATIF! We will explore each letter of this acronym during this session.
- Wavy Lines
 - To break the day up and illustrate some of our key points, participants will take part in a quick, fun energizer.
- Quick and Easy Games
 - Participants will take part in three easy games that can be adapted for many situations. Then, they will discuss the games from a trainer's perspective.
- Create a Game
 - To wrap up the day, participants will work in small groups to create their own game.
- Workshop Wrap-Up
 - At the end of the day, students will have an opportunity to ask questions and fill out an action plan.