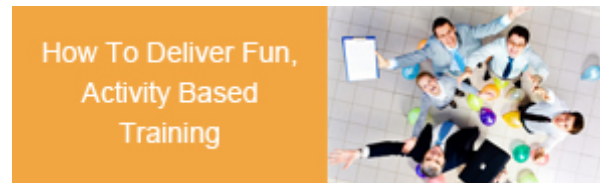


HOW TO DELIVER FUN, ACTIVITY BASED TRAINING

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COURSE LENGTH: 0.5 DAYS

Knowledge can be more interesting and easier to grasp through fun and activity-based training methods. Learn the techniques and skills to deliver fun, activity-based training from this course: How To Deliver Fun, Activity-based Training Course.

The How To Deliver Fun, Activity-based Training Course is designed to give you a comprehensive understanding of the kind of humour and activities suitable for a training environment. The topics covered include: the appropriate humour and games for training, what to do when the games go badly, creating and developing the right activities and much more that will introduce the “fun” element to a training session.

This comprehensive course is now available in London, Birmingham, Leeds, Glasgow, Sheffield, Bradford, Edinburgh, Liverpool, Manchester and UK wide.

Please 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
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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
- ▶ Analyse & Deal With Activities That Don't Work & Why

Lesson 6: Workshop Wrap Up

- ▶ Workshop Review
- ▶ Action Plan

WEB LINKS

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