



How To Deliver Fun, Activity Based Training



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0.5 DAY COURSE

Training needs to be fun to get the best results. To achieve changed behaviors, and acceptance of new practices, training needs to be interesting, appealing, inspiring and challenging. Training also needs to be engaging enough to keep the attendee's interest, as today's trainers have to compete with mobile devices, distractions from email, text interruptions, etc.

A lot of trainers cringe at the term "edutainment" (the need of education to be entertaining), however the fact is: if a course is boring – irrespective of its importance – your training efforts will probably fail. To sustain a fun, activity based training course, register in PD Training's How to Deliver Fun, Activity-Based Training course.

This excellent training course provides you with the skills to transform boring training content into dynamic and activity-based learning. It also teaches you how to include appropriate humor and games during training, and how to use different types of games and troubleshoot when games go badly.

This training course is now available in Malaysia and Kuala Lumpur.

This How to Deliver Fun, Activity Based Training course can be delivered at your premises by one of our expert local or international trainers or live online using our [HIVE](#) technology.

Click on the In-house tab below to generate an instant quote or enroll now into the next public course date.

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 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: Getting Started

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

Lesson 3: Getting Everyone on Board

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

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 7: Wavy Lines

- Example Game

Lesson 2: Let's Have Some Fun!

- The Value of Games
- Favorite Games

Lesson 4: Choosing The Right Activity

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

Lesson 6: Using Humor in Training

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

Lesson 8: Quick and Easy Games

- Why These Games?



- Hot Potato
- Passing Introductions
- The Orange

Lesson 9: Creating a Game

- Game design worksheet

Talk to our expert team

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