



## USING ACTIVITIES TO MAKE TRAINING FUN

Most people have been at a party or some other social occasion where someone has told an inappropriate joke and ruined the mood (at least temporarily). Likewise, we've all been somewhere where the class clown is able to lighten the mood and help people have fun.

The good news is that humor can help you make your training sessions just as engaging as those fun social occasions. Even better, you don't need to be the class clown or an award-winning comedian to do it. This one-day workshop will help you identify what kind of humor you can bring to the classroom, and how games can help you engage your participants.

### **At the end of this workshop, participants will be able 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

## COURSE OUTLINE

### **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.

### **Getting Everyone on Board**

During this session, we will discuss three things that can help 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.

### **Creating a Game**

To wrap up the day, participants will work in small groups to create their own game.

### **Workshop Wrap-Up**