

Gearing You For Growth

Bursaries | **Business Skills** | Coaching and Mentoring | Computer Skills | E-Learning | Learnerships | Skills Development | Virtual Training

Using Activities To Make Training Fun

Course Overview

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 have all been somewhere where the class clown is able to lighten the mood and help people have fun.

The good news is that humour can help you make your training sessions just as engaging as those fun social occasions. Even better, you do not 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 humour you can bring to the classroom, and how games can help you engage your delegates.

Course Objectives

At the end of this workshop, delegates 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.

Prerequisite

There are no prerequisites.

Target

This workshop is for Facilitators or any person responsible for uplifting others through education.

Duration

- 1 Day



Course Outline

Let us Have Some Fun!

Delegates will begin the day with a brief review of the learning cycle and adult learning principles. They will also discuss the value of games in training. Delegates will then have an opportunity to share their favourite training game.

Getting Everyone on Board

During this session, participants will discuss three things that can help delegates see the value of training games. They will also discuss some great game experiences and some games that flopped, and what they 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. Delegates will also talk about how to deal with reluctant delegates.

When Games Go Badly

Despite our best intentions and planning, sometimes a game will not work. Participants will discuss how to anticipate, avoid, and deal with problems.

Using Humor in Training

It is not hard to be funny; just be Creative! 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, delegates will take part in a quick, fun energizer.

Quick and Easy Games

Delegates 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, delegates will work in small groups to create their own game.