



Using Gimmicks, Games, & Gizmos To Enhance Learning

Is it sometimes a challenge to make your training interesting? Have you caught people nodding off in your presentations? Do you find sometimes the only way to keep the participants' eyes from glazing over is to threaten a quiz? Then this interactive and informative program is for you! It focuses on the whys and hows of utilizing interactive training techniques to speed learning. It's a mix of new ideas, twists to old ideas, and a real-world look at what works—as well as what doesn't. This program has content and pizzazz! This is an annotated training—you'll experience the technique, then the process is discussed.

Key Benefits of Attending:

You'll understand how to add punch to even the dullest content.

People learn when they are stimulated. Even if the content is boring, your training doesn't have to be. Learn how to make your trainings stimulating.

You'll learn what works, and perhaps more importantly, what doesn't.

You'll experience dozens of activities, and hear how and when they work best. And you'll also hear when they've backfired, and how to avoid that happening in your trainings.

You'll know how to have all of your participants involved in learning, not just the most assertive or verbal ones.

Most trainers do "groupwork"—putting people in small groups for exercises. Usually the most verbal or assertive people take over, leaving the less assertive ones to sit back passively, or fight for their opinion to be heard. Learn easy ways to structure exercises so everyone is engaged.

You'll know how to design and use games that reinforce your learning points.

Games for games sake doesn't advance anyone's learning. All activities need to be focused on the learning objectives. You'll learn how to create activities that reinforce what you're teaching.

A Proven Agenda (full-day, or delivered in 2 half-days)

Why is it important to make training interesting?

Understand how adults learn.

Techniques for involving participants.

When, how and how not to use icebreakers.

Using games to introduce and reinforce points.

Show example of bad and good ways to introduce data-heavy information.

When to use games.

Morgan Seminar Group

1440 Newport Ave. ▲ San José, CA 95125-3329 ▲ 408/998-7977 ▲ Fax: 408/998-1742
Rebecca@RebeccaMorgan.com ▲ www.RebeccaMorgan.com



When not to use games.
How to find and adapt games.

Using gimmicks and gizmos (props):

How to use them effectively.
How not to use them.

Course Objectives:

Participants will:

- Learn specific techniques to enliven presentations and reinforce learning points .
- Know what to avoid when using interactive techniques.
- Understand how to avoid having a technique “bomb.”
- Learn some new twists to old ideas.

Needed Materials

- *Using Gimmicks, Games, & Gizmos To Enhance Learning* workbook

Recommended Reinforcement Materials:

- “Using Gimmicks, Games, & Gizmos To Enhance Learning” audio tape, \$12.95/each
- *Training Managers to Train* book, \$10.95
- *50 One-Minute Tips for Trainers* book, \$10.95
- *Training Methods That Work* book, \$10.95
- *Developing Instructional Design* book, \$10.95
- *Delivering Effective Training Sessions* book, \$10.95
- *Using Visual Aids* book, \$10.95
- *The Adult Learner: Strategies for Success* book, \$10.95
- *Graphics for Presenters* book, \$10.95
- *Conducting a Needs Analysis* book, \$10.95

Morgan Seminar Group

1440 Newport Ave. ▲ San José, CA 95125-3329 ▲ 408/998-7977 ▲ Fax: 408/998-1742
Rebecca@RebeccaMorgan.com ▲ www.RebeccaMorgan.com