

## **Creative Techniques for the Classroom**

### **Course Summary**

#### **Description**

"How can I make this content more interesting?" Many instructors have to teach content that is sometimes, well, boring. They would like to have a collection of creative tips and techniques to liven up their training and make it more interesting and enjoyable for the class participants.

The most effective way of making your content interesting and enjoyable is to ensure it is relevant to the learners' jobs. There is no replacement for a well-designed training program. Once the design is complete, it is time to add on a selection of creative techniques that will increase the learning and retention of the participants.

In this workshop, you will learn dozens of creative techniques, including icebreakers, games, group activities and puzzles. Each method will have a learning objective and a series of step-by-step instructions that will make it easy for you to implement the technique in your own courses. Building these creative techniques into your courses will rejuvenate your training and turn your courses into motivational learning experiences. This workshop promises to be the most fun you have had as a trainer.

#### **Topics**

- Rapport Techniques
- Presentation Techniques
- Practice Techniques
- Problem Solving Techniques

#### **Audience**

This course is designed for instructors, trainers and subject-matter experts, training directors, training managers and training coordinators, and anyone who delivers classroom instruction or evaluates the performance of instructors and trainers.

#### **Prerequisites**

There are no prerequisites for this course.

#### **Duration**

One day

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### **Course Outline**

#### **I. Rapport Techniques**

- A. Icebreakers
- B. Brain Teasers
- C. Human Bingo
- D. Getting to Know You
- E. Fears and Expectations
- F. Secret Numbers

#### **II. Presentation Techniques**

- A. Scavenger Hunt
- B. 5 + 5 Questions
- C. Picture It
- D. Show and Tell
- E. Collector's Corner
- F. Why Not?

#### **III. Practice Techniques**

- A. TV Game Shows
- B. Knowing That I Know It
- C. Connect the Points
- D. 5 Levels
- E. Create an Aid
- F. Something Out There

#### **IV. Problem Solving Techniques**

- A. Brainwriting
- B. Cause and Effect Diagrams
- C. Five Whys
- D. Force Field Analysis
- E. Nominal Group Technique
- F. SWOT Analysis