Train the Trainer

Facilitator/Trainer Name

Virtual Instructor-Led Training (VILT)

Date

Agenda

Welcome & Introductions

Ground Rules

Activity: Icebreaker

Learning Objectives

Best Practices for Engaging Participants

Activity: Breakout Rooms

Break

Engaging Learning Activities

Activity: Brainstorm

Wrap-Up

Activity: End-of-Training Poll

Ground Rules

1

Value Our Time

2

Mute Yourself When Not Speaking

3

Show Respect to Others & Openness to Ideas

4

Use Chat for Technical Issues

Icebreaker

What is your best, favorite, or most unusual learning experience?

Share your experience in the Slido poll.

Go to Slido.com
Enter code #1975424

Or go to:
https://app.sli.do/event/4WaBPFKaMHDVMGmHitzCjk

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What is your best, favorite, or most unusual learning experience?

ⓘ Start presenting to display the poll results on this slide.

Learning Objectives

- Compare and contrast best practices for engaging participants with subpar training techniques during training events.
- Identify appropriate interactive and engaging learning activities for live-virtual (VILT) and in-person (ILT) training events.

Best Practices for Engaging Participants

Know Your Audience

Be Flexible

Engage Reluctant Participants & Handle Sensitive Topics

Build Supportive Community

Practice Delivery Skills

Emphasize Practical Application

Activity: Breakout Rooms

Compare and contrast best practices for engaging participants with subpar training techniques during training events.

Discuss what works best to create engagement and what not to do as a trainer from your experiences.

Share your responses in the chat when you return from the breakout room.

Breaktime

5-Minute Break

Case Studies	Role Plays, Scenarios, & Simulations		Virtual Scavenger Hunt	Storytelling		Safety Drills
Games	Breakout Rooms	Polls, Surveys, & Quizzes	Monday-Morning Quarterback		Debates	Collaboration Whiteboards

Engaging Learning Activities

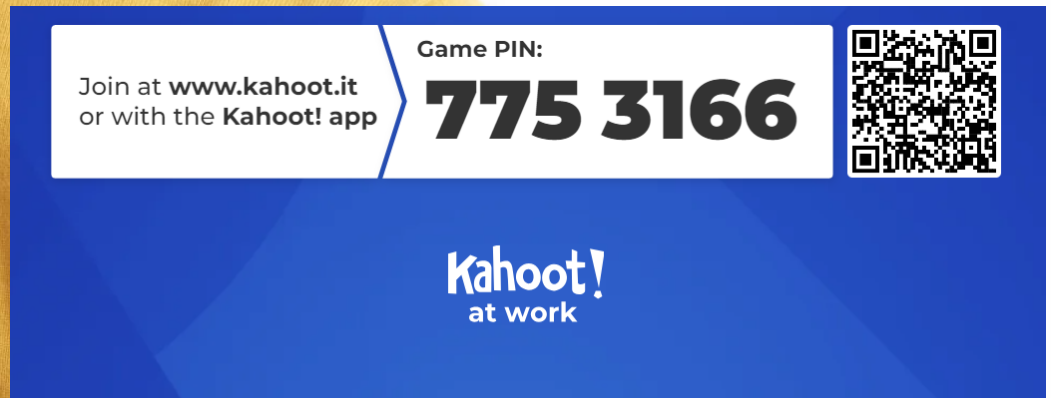
What are some other engaging learning activities to include in your training sessions?

Kahoot Activity: Brainstorming Interactive & Engaging Training Activities

- 5 brainstorm questions
- 2 minutes to answer each question
- Submit up to 3 answers per question
- No incorrect or correct answers

Go to Kahoot:
https://create.kahoot.it/share/brainstorm-engaging-learning-activities/e76c7b2d-c1cc-4cd9-bead-9324df34ab4e

Identify appropriate interactive and engaging learning activities for live-virtual (VILT) and in-person (ILT) training events.



Reflections

What is your greatest takeaway from the brainstorming activity?

Share your answer in the chat.

Wrap-Up

Best Practices for Engaging Participants

Focus on Audience Engagement

Engaging Learning Activities

Key to Make Training Relevant, Enjoyable, and Applicable

Please answer the End-of-Training Slido Poll Question:

Vote at Slido.com with code

#2351374

Or go to:

https://app.sli.do/event/koR59jhxv1hJGfKKwbDPNj

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How confident do you feel in your facilitation skills and engaging your training participants after this training?

ⓘ Start presenting to display the poll results on this slide.

Thank You!