

## HOW TO DELIVER FUN, ACTIVITY BASED TRAINING

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How To Deliver Fun,  
Activity Based  
Training



**COURSE LENGTH: 0.5 DAYS**

A lot of trainers cringe at the term “edutainment” (the need of education to be entertaining), however the fact is: if a course is boring – irrespective of its importance – your training efforts will probably fail. To sustain a fun, activity based training course, register in PD Training’s How to Deliver Fun, Activity- Based Training course.

This excellent training course provides you with the skills to transform boring training content into dynamic and activity-based learning. It also teaches you how to include appropriate humor and games during training, and how to use different types of games and troubleshoot when games go badly.

This How to Deliver Fun, Activity Based Training course can be delivered at your premises anywhere in Singapore by one of our expert local or international trainers.

Contact us today for a group quote.

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## HOW TO DELIVER FUN, ACTIVITY BASED TRAINING COURSE OUTLINE

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### FOREWORD

Training needs to be fun to get the best results. To achieve changed behaviors, and acceptance of new practices, training needs to be interesting, appealing, inspiring and challenging. Training also needs to be engaging enough to keep the attendee's interest, as today's trainers have to compete with mobile devices, distractions from email, text interruptions, etc.

During this course, participants learn the techniques to deliver fun, activity-based training including introducing humor and games, developing original games, learning troubleshooting, and using creativity. How To Deliver Fun, Activity-based Training Course is a short training course designed to develop a comprehensive understanding of the kind of humor and activity suitable for a classroom, and how games can help in engaging participants.

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### OUTCOMES

This intensive and fun course is the fastest way to develop a deep understanding and skills in delivering fun, activity-based training that enhances its outcomes.

**After completing this course, participants will have learned to:**

- Include appropriate humor and games during training
  - Use different types of games
  - Understand the methods to elicit participant buy-in
  - Apply humor principles in adult learning
  - Troubleshoot when games go badly
  - Develop their own games
  - Have fun during training
  - Get everyone on board
  - Choose the right game
  - Intervene and restore the fun when games go wrong
  - Use humor in training
  - Use quick and easy games for easy understanding
  - Create a game
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### MODULES

#### Lesson 1: Course Overview

- Welcome & Introduction
- Workshop Objectives
- Review of The Learning Cycle & Adult Learning Principles
- The Value of Activity Based Training

#### Lesson 2: Choosing The Right Activity

- Preparation is The Key
- Getting Everyone On Board
- Reluctant Participants
- Choosing The Right Activity

### Lesson 3: When Activities Don't Work

- Great Activity Experiences
- When Activities Don't Work
- Analyse & Deal With Activities That Don't Work & Why

### Lesson 4: Using Humor in Training

- It's a Fine Line
- Explore & Apply CREATIF
- Humor & Adult Learning Principles

### Lesson 5: Skill Building

- Apply Activities To The Right Topic
- How To Link The Activity With The Topic
- Practice & Feedback

### Lesson 6: Workshop Wrap Up

- Workshop Review
- Action Plan

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## WEB LINKS

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- [View this course online](#)
- [In-house Training Instant Quote](#)