



The Explorer's Expedition: Crafting Engaging Training

Overview

Today's rapidly evolving business environment demands that employees acquire new skills and knowledge quickly and efficiently. But with limited design time, how can trainers and instructional designers meet these ever-changing needs?

Look no further than our 3-day advanced train-the-trainer skills intensive workshop - The Explorers Expedition: Crafting Engaging Training Experiences. This course will equip you with an overflowing toolkit of strategies to create sticky, engaging learning experiences that adapt to any training challenge.

You will come away with hands-on experience and be ready to immediately implement these practical techniques for crafting training that "sticks." This workshop is perfect for anyone looking to take their training skills to the next level. If you are hungry for new, creative approaches to meet the demands of today's rapid business environment, secure your spot today!

Our Solution

To Learn to...

- Craft compelling stories that increase retention and comprehension
- Verbally "paint" vivid visuals that bring concepts to life
- Apply accelerated learning techniques to instructional design and delivery
- Stimulate curiosity and remove barriers to maximize learner engagement
- Develop microlearning, mobile learning, and interactive games
- Evaluate training using the Kirkpatrick model

San Diego

March 18-20

Chicago

May 7-9

Atlanta

September 9-11

Nashville

November 4-6

\$2,700⁰⁰

**10% discount for graduates of TrainSmart's internationally certified T3. Additional dates online.*

Day 1

- What Are We Doing?
- How to Tell Stories
- How to "Paint" Concepts with Visuals
- How to Use a Storyboard to Convey a Concept
- How to Design Sticky Training Quickly
- How to Identify Gaps in Learning

Day 2

- How to Get Learning Working
- How to Create Curiosity in Your Learners
- How to Remove Barriers to Learning
- Morphing Crazy Ideas
- How to Build a community
- How to Make So-So Explanations Engaging and Sticky
- How to Creatively Revise a Course
- How to Get Learners Totally Involved in the Learning
- How to Build In the 70% Practice/ 30% Instruction Guideline?
- How to Have Learners Apply Their New Knowledge in a Real-World Scenario

Day 3

- How to Create Microlearning and Mobile Learning
- How to Create Learning Games
- How to Evaluate Training
- Cognitive Levels and Assessments