

CREATING ACTIVITY BASED VIRTUAL CLASSROOMS

ACTIVITY DRIVEN | CONTENT GUIDE | LEARNING CENTERED



Date

29 - 30 September 2021
9.00am - 5.00pm (+8 GMT)

Platform

ZOOM



**VIRTUAL LEARNING ACTIVITY
FACILITATOR**

Making a Difference in Virtual Learning

Creating Activity Based Virtual Classrooms is a program that provides trainers and facilitators the tools and techniques to create a more interactive virtual learning experience. This program focuses on using activities not just as a means of engagement but as tools for effective learning.

Participants will be provided with the principles behind virtual experiential learning as well as a bank of activities and debriefing ideas for them to employ in their next virtual workshop.



What will you learn

Ice breakers, On-boarding & Context Setting

Activities that can engage participants early in the program to encourage them to turn on their camera and interact in the training. Setting the frame of the program using activities instead of a course outline slide.

ZOOM Activities

There is a myriad of activities that can be done using existing Zoom features. They are not limited to simple warm-up exercises alone. Some activities can even minimize lectures and encourage self-learning to address content for a deeper discussion.

Debriefing Frame

Metaphoric activities for learning are only complete when they are debriefed in a certain way. Using the right frame, even a simple game can be turned into a catalyst for a meaningful learning conversation.

Whiteboard Platform Activities

Process activities convert the traditional ways of idea generation into interactive exercises. Using a whiteboard platform, participants will have an alternate channel to express their thoughts and witness the ideas of others without the distraction of any dominant personality in the classroom.

Story Activities

Storytelling has become an integral part of learning. Using story activities, even an inexperienced learner will gain the benefit of story-based learning. This allows converting real-world challenges into interesting story experiences for better perspective and reflection.

Other Platform Activities

For an advanced experience, trainers may explore platforms beyond the conference and whiteboard tools. This requires a little planning and consideration from the perspective of the learner and their limitations. Done right, it can deliver a great deal of fun and when coupled with a good debriefing process, it will be a memorable learning experience.



Methodology

Part 1: 2 Days Workshop

Part 2: Assignment & Assessment

Session will be a virtually facilitated using the very tools that will be taught in the program. Participants will experience the tools first hand followed by facilitated discussions, breakout rooms and application ideas.

Successful completion of assignment will earn the Certificate of Virtual Learning Activity Facilitator.



Who should attend

Trainers who are running technical and non-technical courses, facilitators, educators and managers who run internal training.

“Training is about designing effective learning activities”

-Thiagi



Course Trainer



Jegatheeswaran Manoharan

NASAGA Learning Game Design Certification Approved Trainer
 Certified Neuro Linguistic Programming (NLP) Practitioner
 Certified 6 Disciplines of Breakthrough Learning Practitioner
 Past President, Malaysian Association of Professional Speakers
 Professional Member of the Global Speakers Federation
 Past Executive Board Member, North American Simulation & Gaming Association (NASAGA)

Jega is well experienced in the area of team synergy and leadership. He is known for his expertise in creating business simulations and applying game-based learning for corporate training. His primary expertise is the ability to convert clients' challenges into immersive experiential learning to help them solve business issues in a fun way.

He is the co-developer of several high-grade management simulations such as Eastern Trading Company, Temple of Doom, Grazeville Farm, and Anthill Cove. He has also conducted Advance Train the Trainer for an international pharmaceutical company.

Jega has spoken for the simulation and gaming fraternity at the North American Simulation and Gaming Association (NASAGA) Conference 2017 in Reno, Nevada; International Simulation & Gaming Conference (ISAGA) 2018 in Bangkok and the ISAGA 2021 pre-conference hosted in India.



Testimonial

There is a lot of depth and information I learned from this programme. I know some of the tools but I did not see how they could be used for training or engagement until this programme.

~ Johan Amilin,
 Rema Synergy

Thank you so much for the ideas and for being open in sharing your experiences. The tools that was shared is good, simple to use, and it gets participants to be engaging.

~ Yen Siz Mee
 Smart Excel

I enjoyed the 2 days. It was a combination of new ideas and things we can actually convert from face-to-face training to online training. I definitely will be able to use this for my programmes and tweak and modify it a little more for our own purposes.

~ Suyin Ong
 OSY Enterprise



Registration

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Learning Investment

RM 850/pax + 6% SST
 USD 220/pax + 6% SST

Group of 3 or more:
 RM 750/pax + 6% SST

