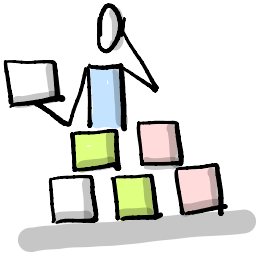
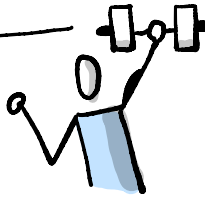


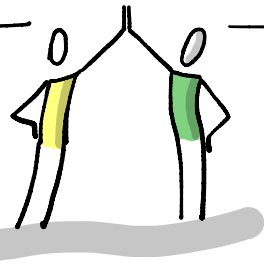
Accelerated Learning Principles for Training Conducting



Accelerated Learning



- ✓ Involvement of the body
- ✗ Not only mind

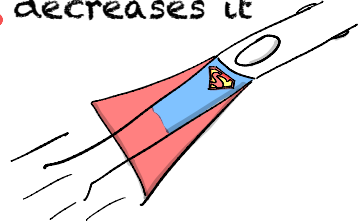


- ✓ Collaboration increases learning
- ✗ Competition decreases it

Brain-Friendly Learning

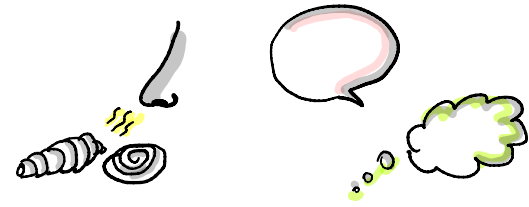
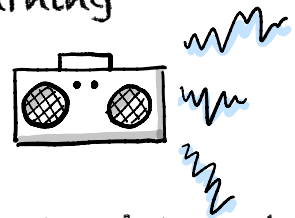
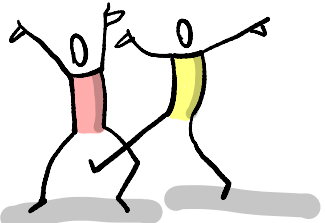


- ✓ Learning is an act of creation
- ✗ Not consumption of information



- ✓ Learning occurs through active doing
- ✗ Not through passive listening

- ✓ Positive emotions and fun increase learning
- ✗ The lack of those inhibits learning



- ✓ Learning takes place on many levels at once
- ✗ Learning is not linear

KINESTHETIC

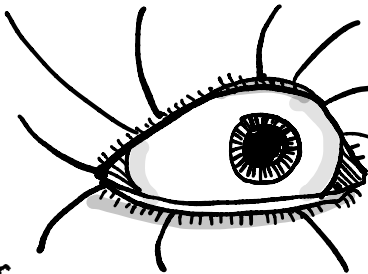
- Games
- Movement
- Actual items
- Field trips
- Models
- Group activities
- Post-its
- Note taking

Learning Styles Channels



VISUAL

- Highlights
- Visualization activities
- Color
- Drawing
- Symbols
- Posters
- Diagrams
- Various fonts
- Pictures
- Visual aids

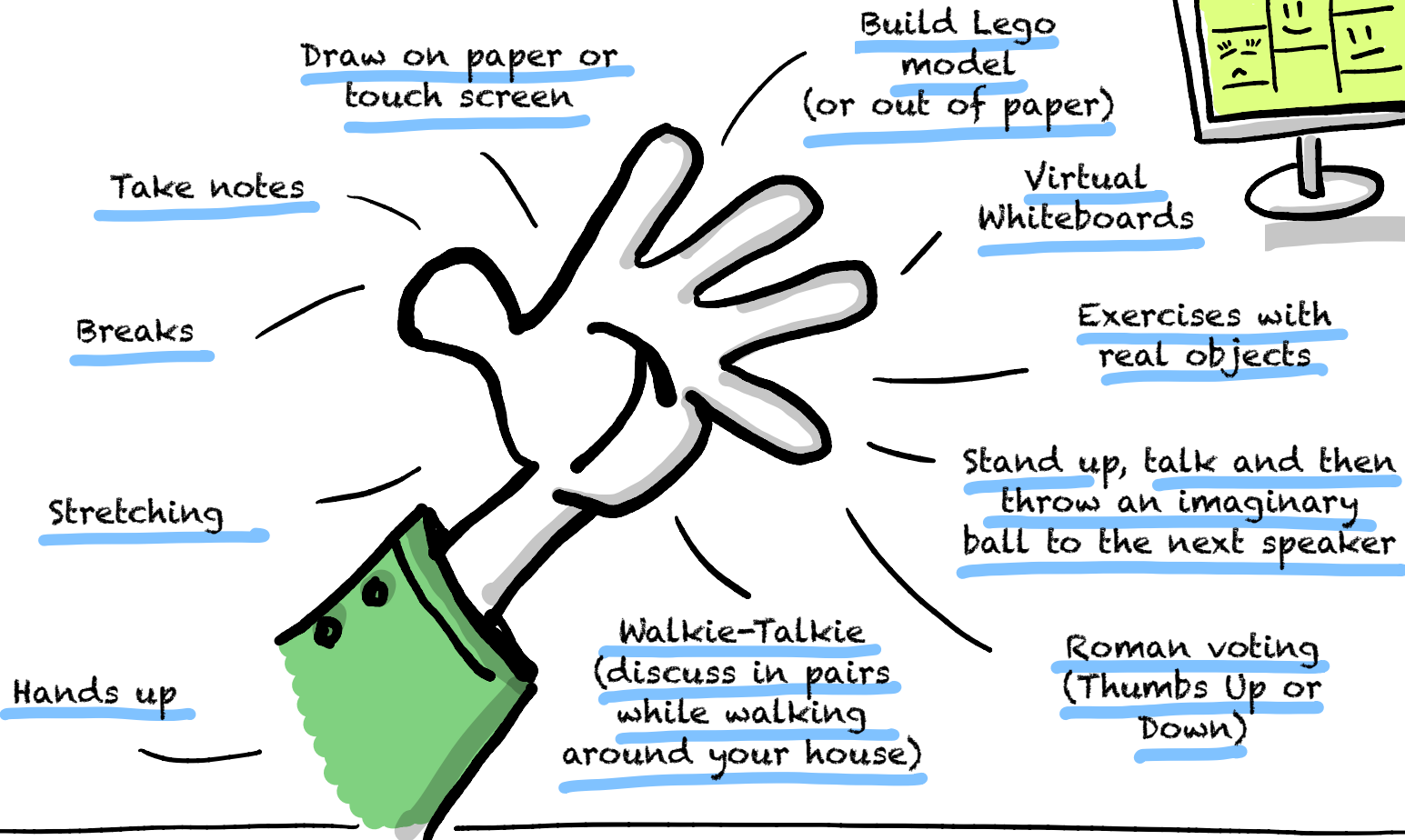


AUDITORY

- Audio records
- Small group discussions
- Instructor-led dialogues
- Reading aloud
- Review aloud
- Music
- Panel discussions








Addressing Kinesthetic Learning Style Needs in Remote Environment



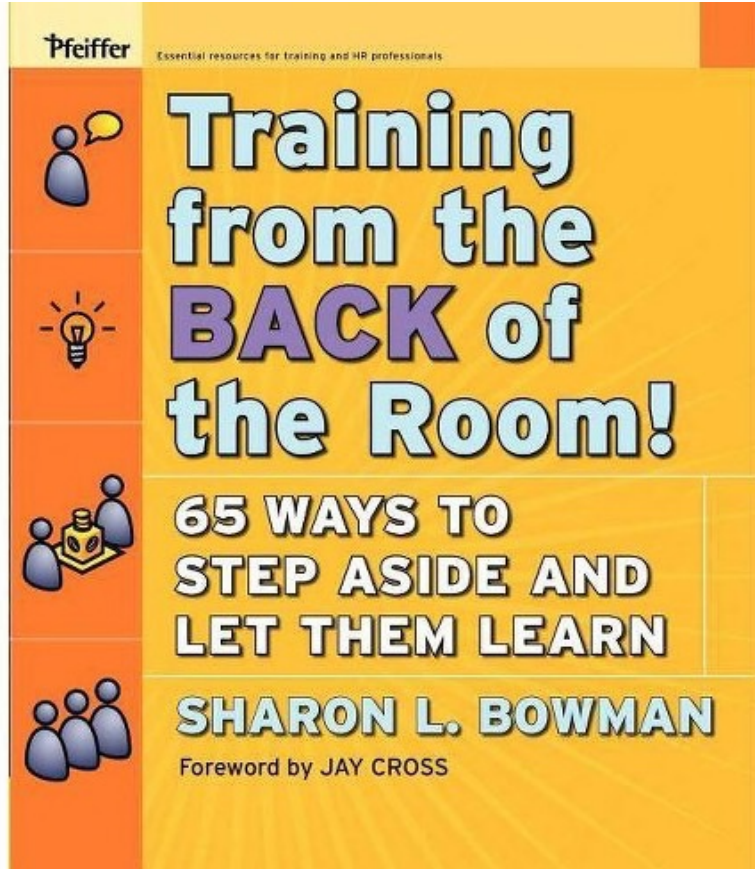
Active Learning

On average, people remember:

- 20% of what they read 
- 30% of what they hear 
- 40% of what they see 
- 50% of what they say 
- 60% of what they do 
- 90% of what they see, hear, say, and do

Source: Rose, C., and Nicholl, M.J., Accelerated Learning for the 21st Century.

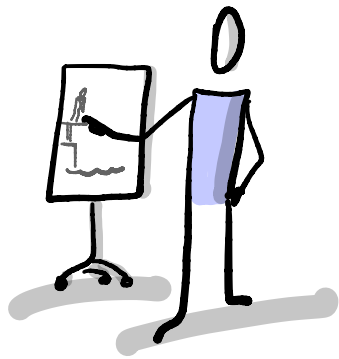
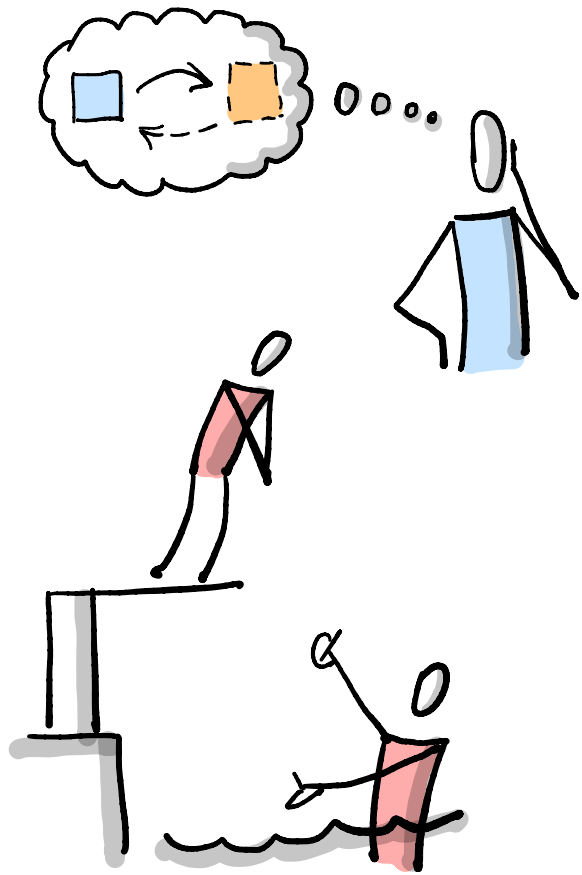
Reading



Training from the BACK of the Room!

4Cs Model

Connections



Concepts

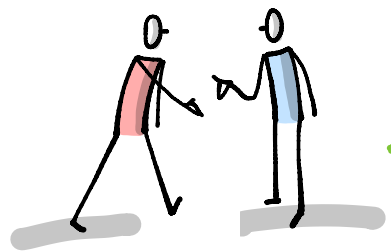


Conclusions

Concrete Practice

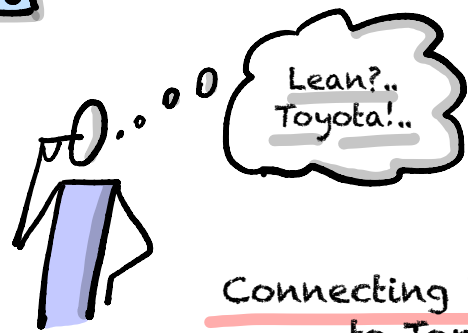
Training from the BACK of the Room!

Connections

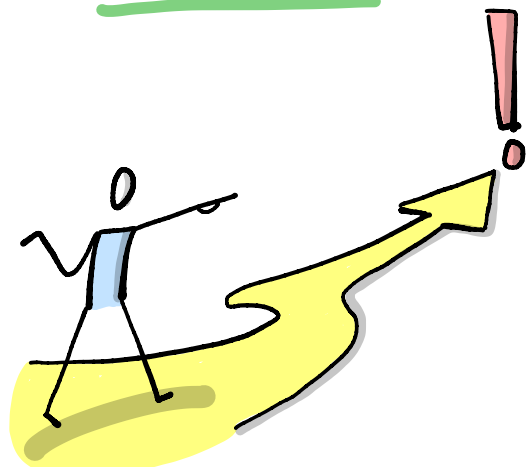


Psychological safety

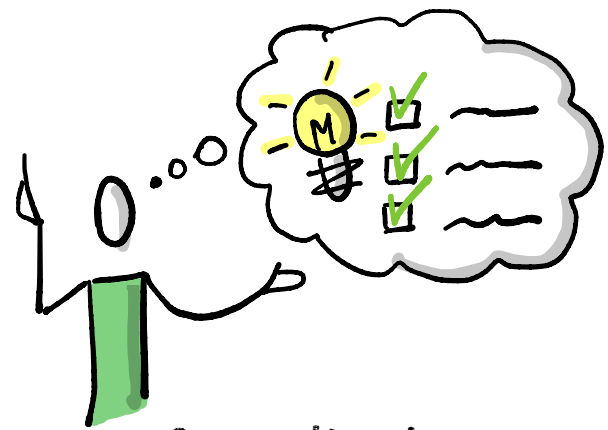
Connecting Learners to Learners



Connecting Learners to Topic



Connecting Learners to Personal Goals



Connecting Learners to Outcomes

Training from the BACK of the Room!


Concepts

Teach only the Need-to-Know Information

TRAINING

✓ Need-to-know Information

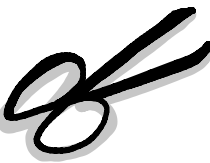
✗ Nice-to-know Informations



- ✓ 1. ~
- ✓ 2. ~
- ✓ 3. ~

→ Main concept

- Teach
- Reinforce during the training



✂ Reference material:

- cover if have extra time
- give as homework

Questions so to ask yourself:

- What are the top 3 things I want them to learn?

- If I only had time to present half the content, what would I leave out?

- If I only had 10 minutes to summarize this information, what would I include?



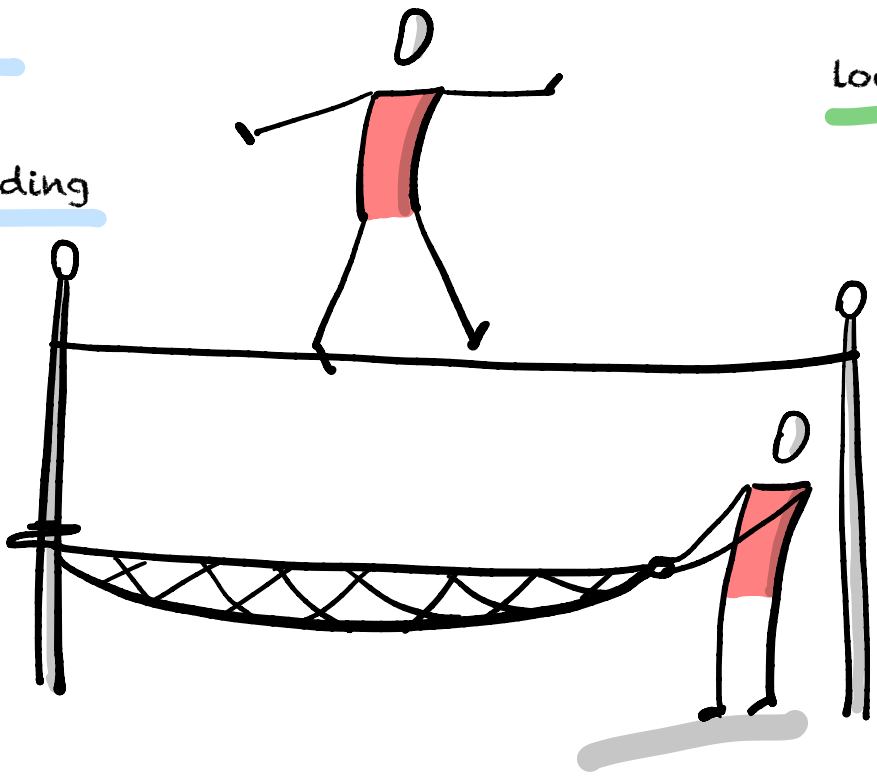
Less is more ...

Training from the **BACK** of the Room!

Concrete Practice

Skill-building
Or
Knowledge-building

Collaborative,
low-risk environment



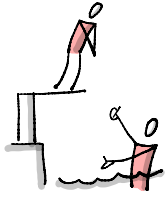
Everybody
participates

No competition!

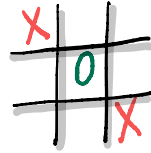
Mistakes are allowed

Training from the **BACK** of the Room!

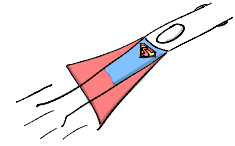
Examples of Concrete Practices



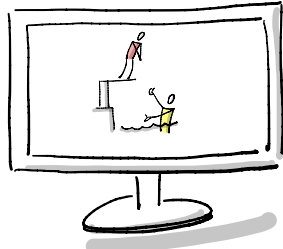
Real practice



Games



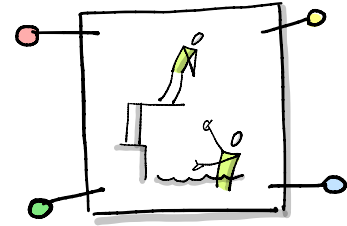
Roleplays



Simulation



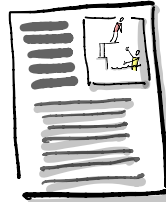
Teach-Back Activities



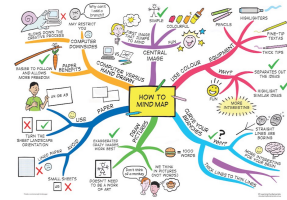
Create a Poster



Solve a problem



Write an article

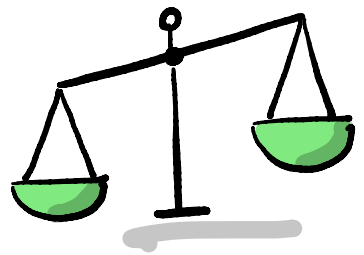


Draw a Mind Map

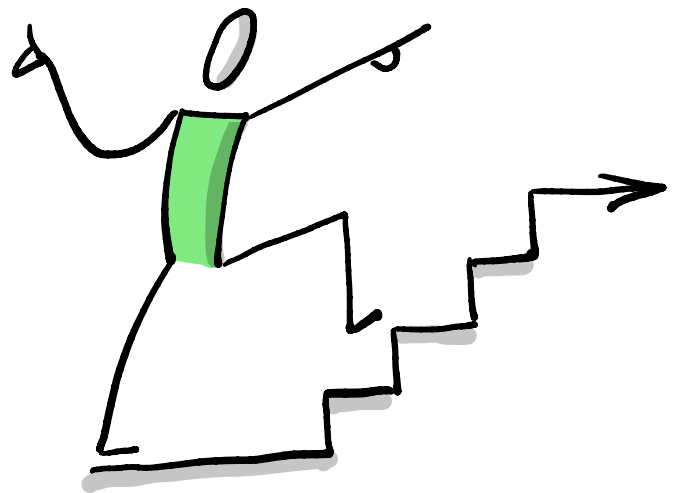
Conclusions

Σ

Summarize



Evaluate



Make an action plan



Celebrate

Training from the BACK of the Room!

"Education is not the filling of a pail, but the lighting of a fire."

William Butler Yeats,
Irish poet (1865-1939)

