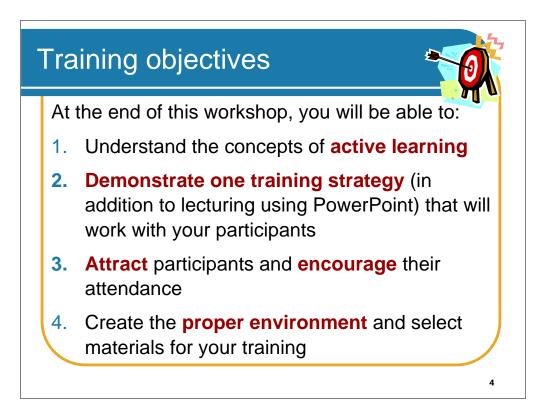
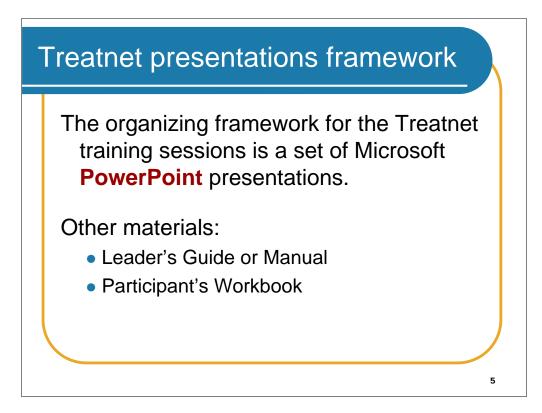


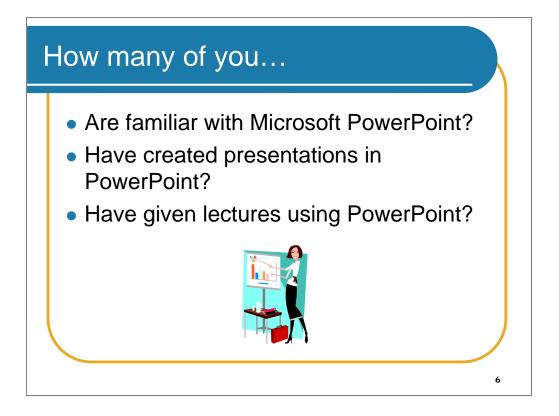
Training goal

The purpose of the training is to increase trainers' **knowledge and skills** on the **active learning** strategies needed to effectively communicate Treatnet training sessions.

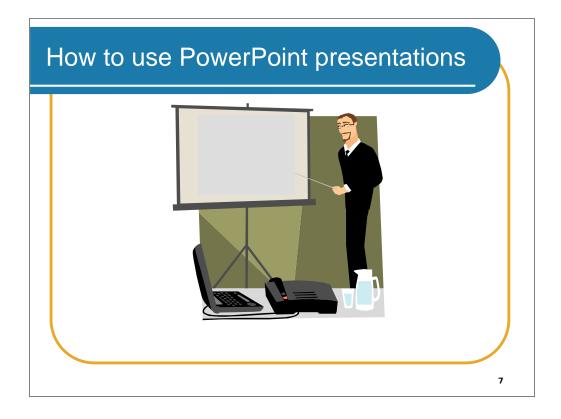


- 1. Read each of the training objectives.
- 2. Ask your audience if these objectives are clear or if they have questions. Answer questions if necessary.

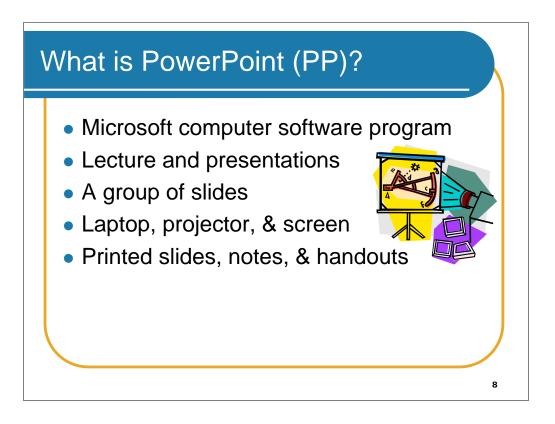




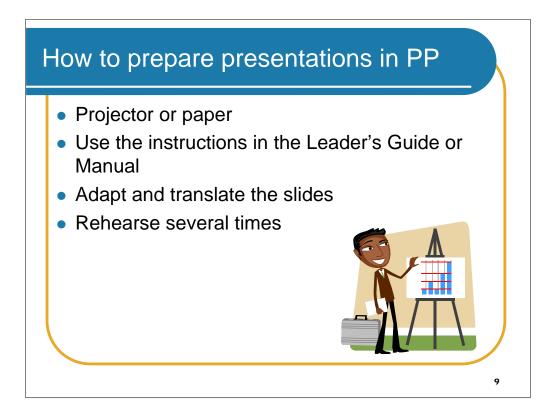
Ask your audience the above questions. Explain that it is important for you to know as a "Trainer of Trainers" if your audience is familiar with this technology and if they have used it before.



Explain to your audience that most of the training modules are PowerPoint presentations and that at the end of their training they should be familiar with this technology.



- 1. Explain that PowerPoint is a Microsoft Computer software program that is generally used for lectures and presentations. The audience can be either big or small.
- 2. PowerPoint consists of a group of slides that contain the training information, pictures, drawings, figures, etc., that help to guide the presentation, help the learner absorb and understand the material, and help the trainer communicate easily with his/her audience.
- Explain that it is best to have a laptop, projector, and a screen when using a PowerPoint presentation. The screen may be substituted by a white/clear colored wall. In absence of laptop and projector, they may use the printed slides and handouts for the presentation.
- 4. Trainers can print slides, slides with notes for themselves, and handouts for the audience.



•Read the above information to your audience.

•Projector or paper: In absence of the technology mentioned in the previous slide, printed slides and handouts can be used for the presentation.

•Explain to trainers that they may use the instructions in the Leader's Guide or Manual.

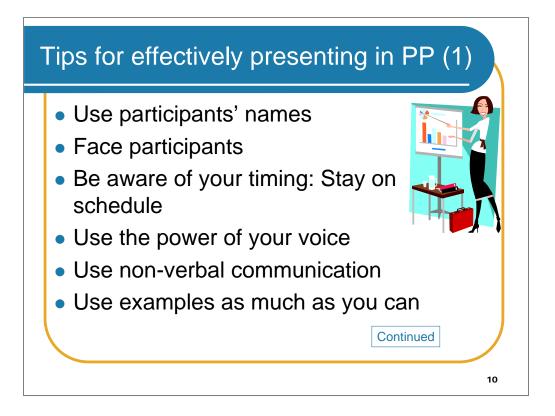
•Explain that they will need to adapt and, possibly, translate the slides and that you will talk about this later in this presentation.

•Explain the importance of rehearsing several times before conducting the training

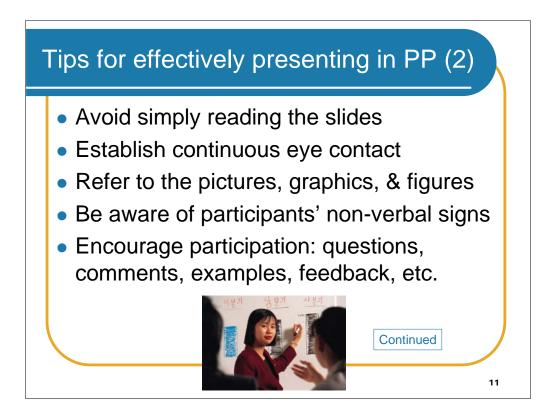
•Explain that they should be aware of their timing when doing a presentation. Rehearsing can be very helpful to master their timing.

•Explain how important is to properly use their voice (tone, emphasis, proper level, etc.)

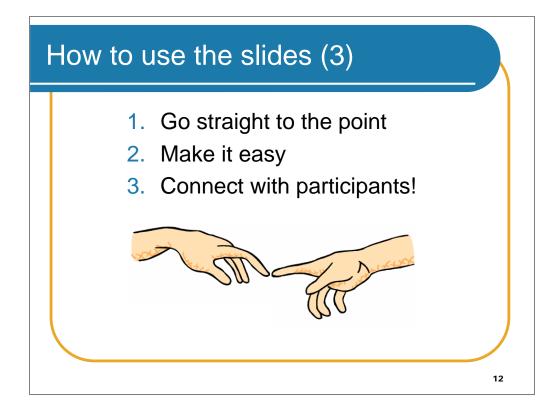
•It is also important to use non-verbal communication with your audience according to what is acceptable in your culture (moving hands, body language, etc.) Provide some examples.



- 1. Read the slide to your audience. Include examples such as: "Tell me what I am doing bad in the next slide"
- 2. Your may do things such as: Read the slide word by word, do not make eye contact with your audience, do not emphasise important things with your voice or body language, talk very slow, etc.
- 3. When your audience gives you feedback, reward them and thank them for their efforts.

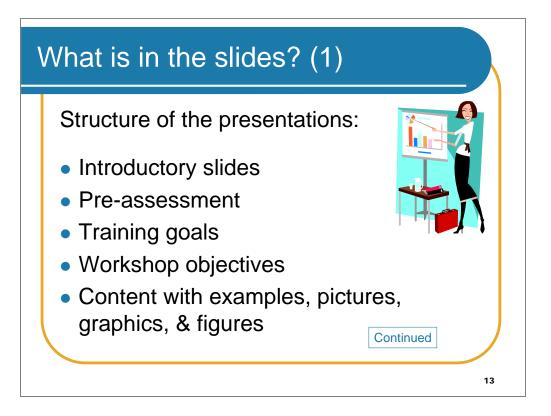


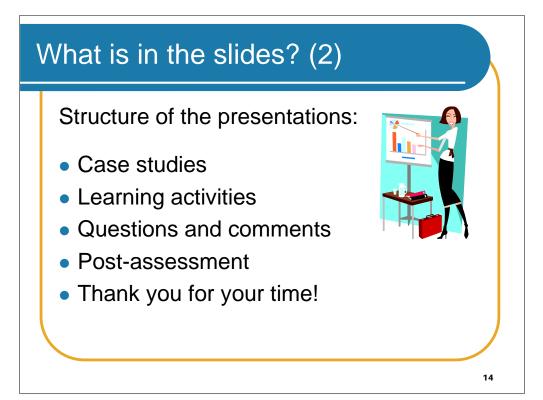
Read the slide to your audience.

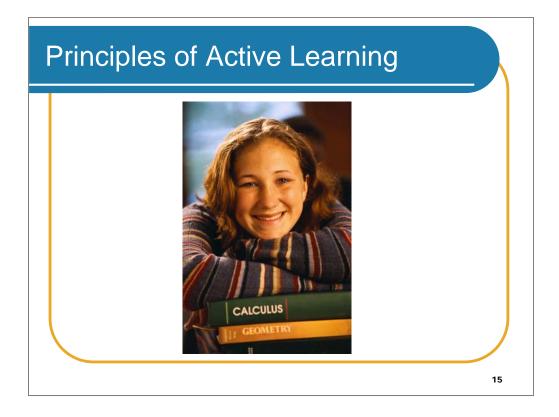


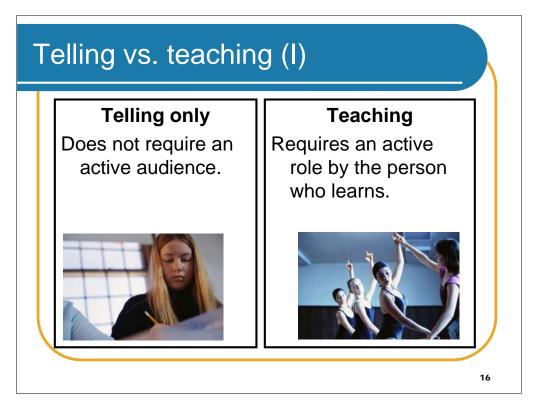
Summarise the previous slides with these three important ideas:

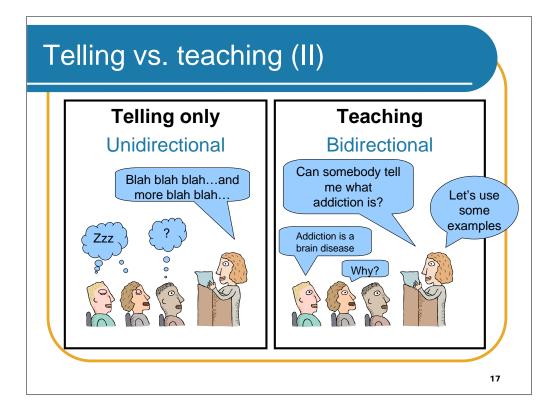
- •Go straight to the point
- •Make it easy for participants to make sure that they understand you and
- •Connect with your audience to make the learning active, fun.







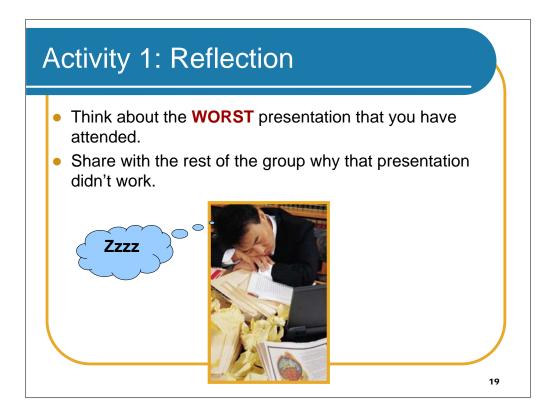


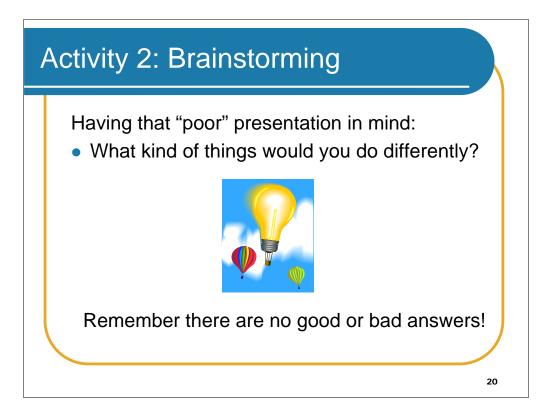


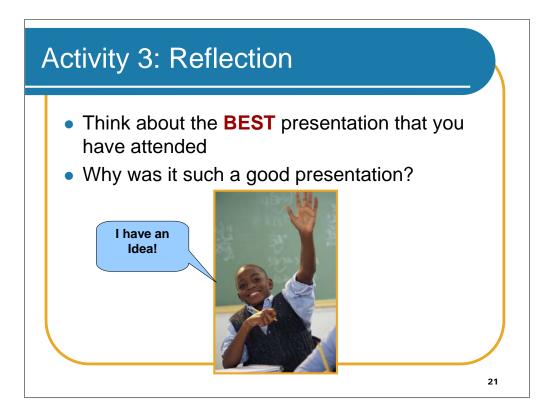
What is active learning?

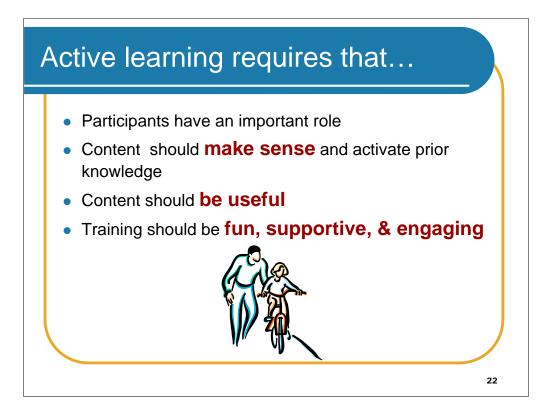
- Active process of information and/or skills exchange from the trainer to the participants, and the
- **Processing**, **understanding**, and **connecting** of the new information/skills with previous knowledge by participants.

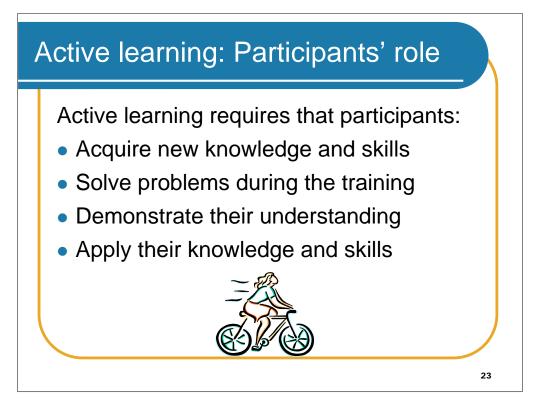
Active learning requires mental and physical participation!

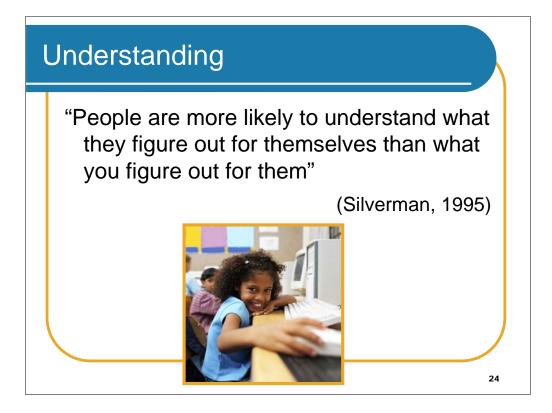


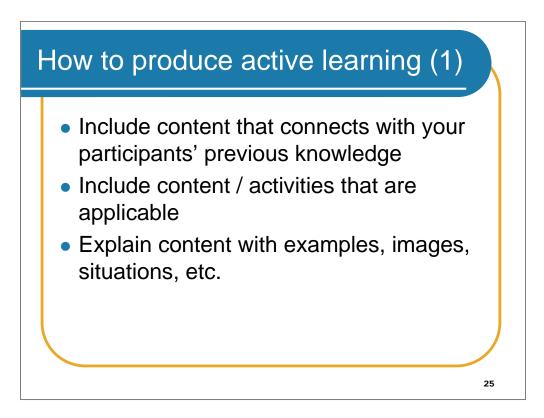








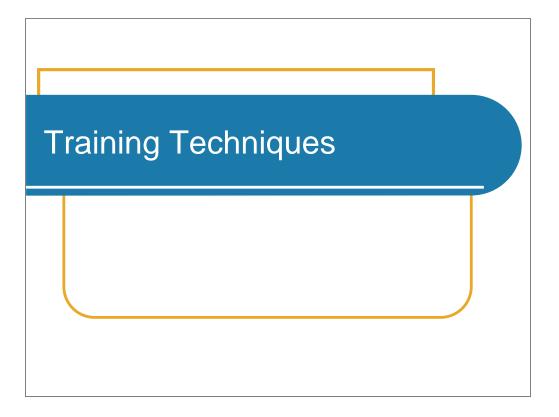




How to produce active learning (2)

- Include activities that are useful
- Make learning a fun experience
- Encourage participation
- Answer questions

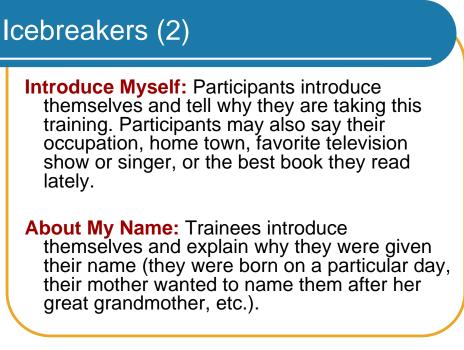




Icebreakers (1)

- Adult learners appreciate an open, comfortable learning environment.
- Motivate participants at the beginning of a training session by introducing a fun exercise that requires them to interact.

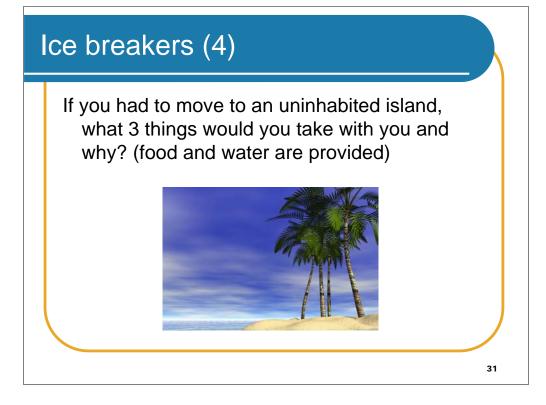
Do not spend too much time on icebreakers! (recommended time about 10 minutes)



Icebreakers (3)

Dream Vacation: Participants introduce themselves and describe details of their perfect dream vacation: the place, activities that they would do, who they would take with them, etc.

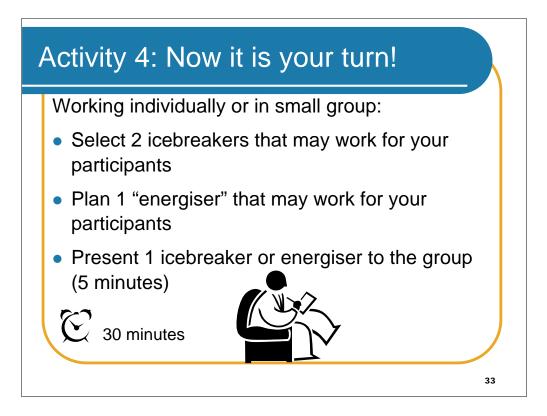


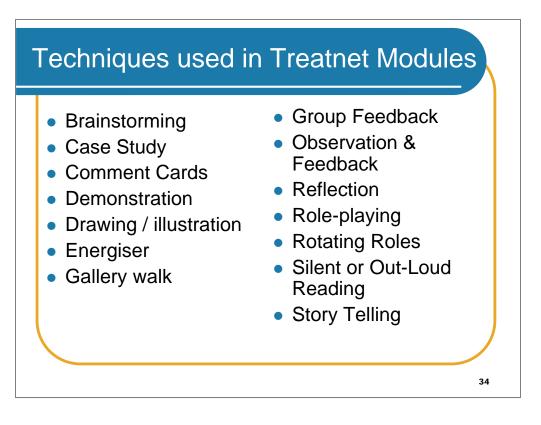


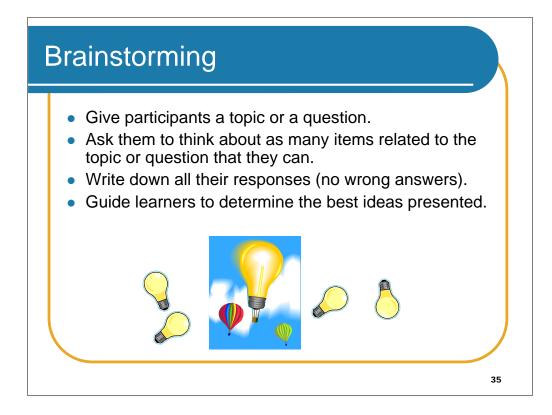
Energisers

After lunch or late in the afternoon, participants may become lethargic and unmotivated. Revitalise their energy with a **brief fun activity** (either physical or not) that gets learning moving!









Case study

This technique provides participants with a description of an event, incident, or situation related to the subject under discussion. Participants **analyse** the case and **report** their findings to the entire group.





Demonstration

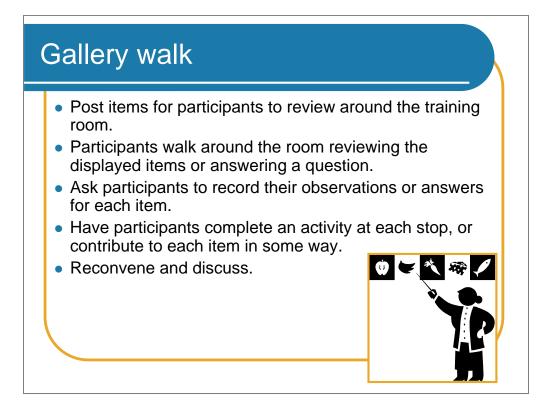
Ask participants to practise a new skill by showing what they have learned to the rest of the group. Such demonstrations allow learners to "try out" new learning.



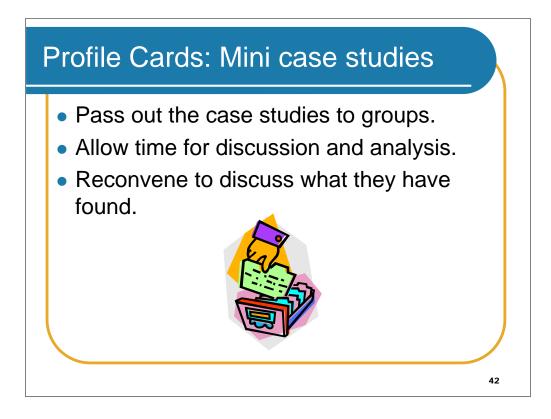
Drawing / illustration

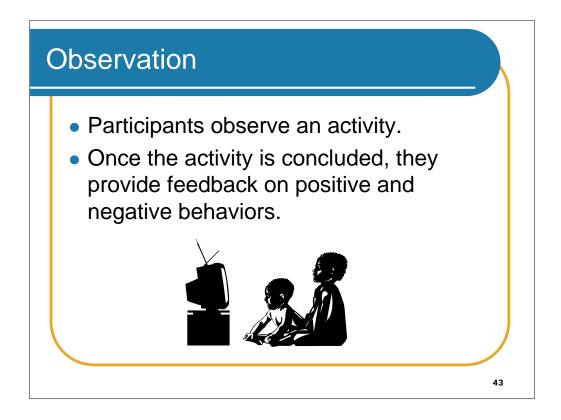
Some participants learn best through visual activities. Consider **illustrating a concept** through a drawing rather than explaining it in words, or ask participants for a volunteer who could illustrate what you have verbally taught in a drawing.



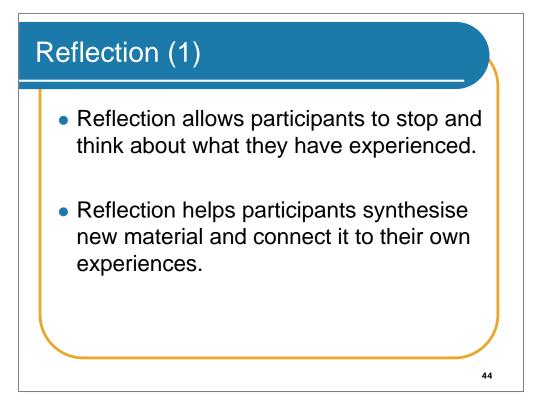


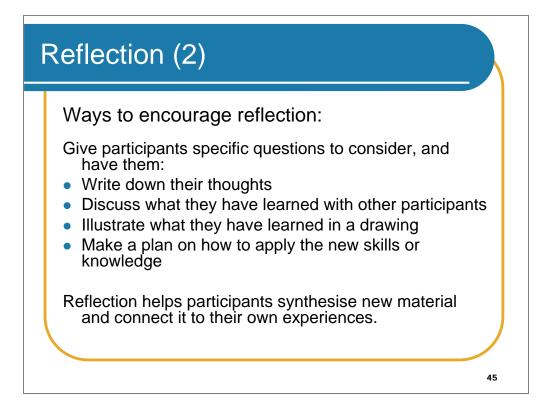




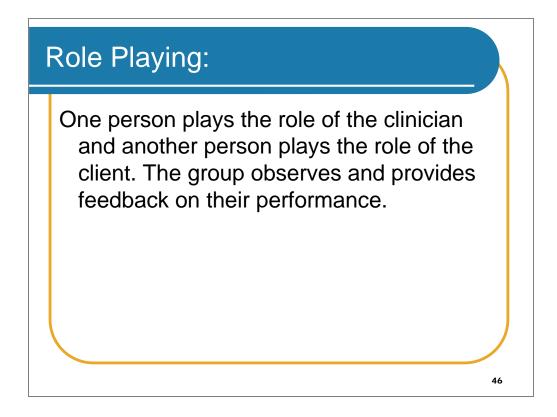


For instance, a video displaying a therapy session may be used to explain Cognitive Behavioral Therapy techniques.





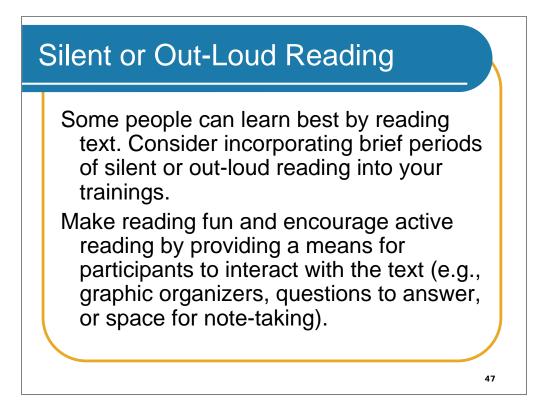
Reflection allows participants to stop and think about what they have experienced. There are many ways to encourage reflection.



•One person plays the role of the therapist and another person will play the role of the client. The group observes and provides feedback on their performance.

•Variants: Non-threatening Role Playing: When the learners are not yet ready to get involved in role-paying, the trainer (or another person that feels comfortable) may play the lead role. Once you start the role-playing (e.g., being the clinician) remember to stop at frequent intervals to ask the audience for directions. In this way, the group will provide the responses and set the scenario's direction. You, as a trainer, can ask participants, "What should I say next?" Listen to their suggestions and try one of them out. This will help participants practise their therapeutic skills while you handle the role-playing.

•Rotating Roles: Divide the class into groups of three. On a rotating basis, each member of the group will have an opportunity to be "the clinician," "the client," or "the observer." In each round, the observer will concentrate on identifying what "the clinician" did well in using the concepts and therapeutic skills learned in the session and what can be improved. After all three rounds have been completed, involve the groups in a general discussion of the key learning points and the value of the activity.

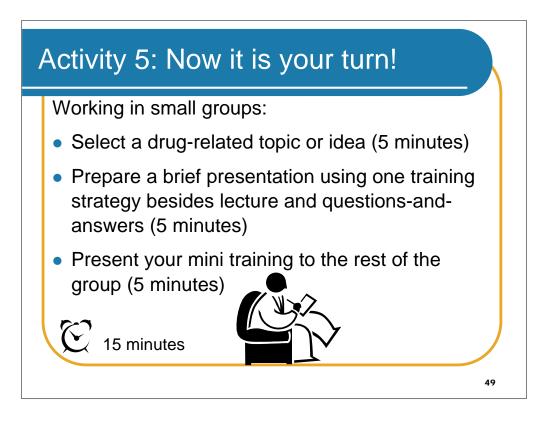


Out loud reading encourages participation in a group that has shy participants. It also focuses attention when the material is difficult or boring.

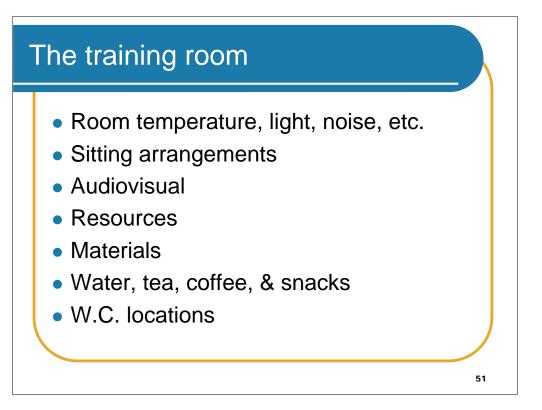
Storytelling (1)

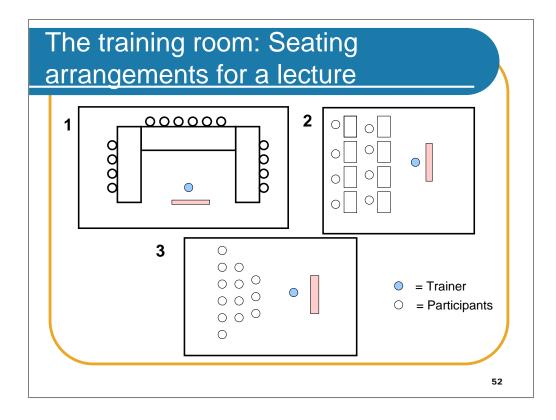
Narrate a story. It could be personal, fictional, a parable, an allegory, a fable, etc. Use the story as a way to open a discussion, engage participants, share experiences, pose and / or solve problems, and aid understanding.

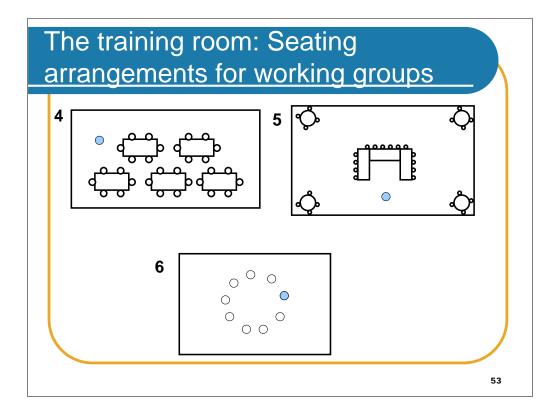


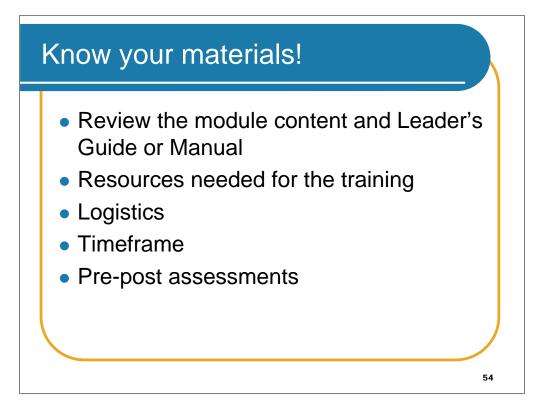








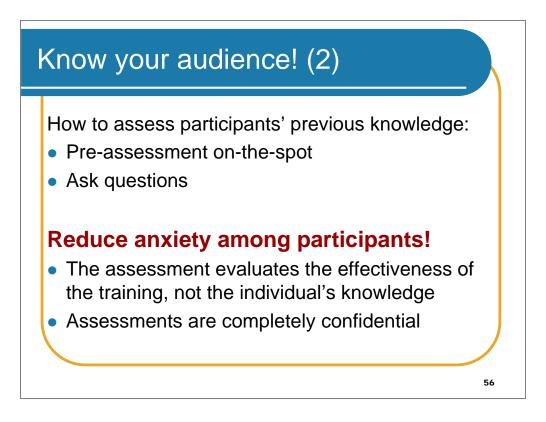




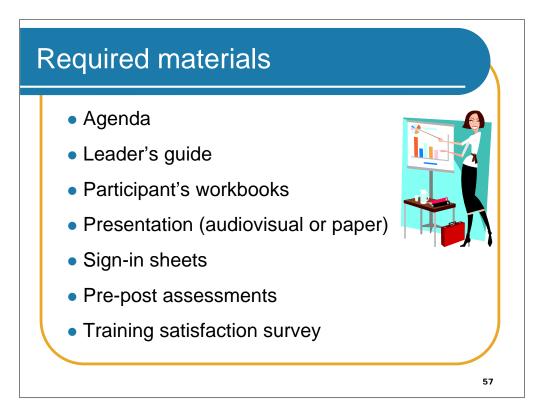
Know your audience! (1)

Adapt the training activities to the number, knowledge/skills, and culture of the training participants.

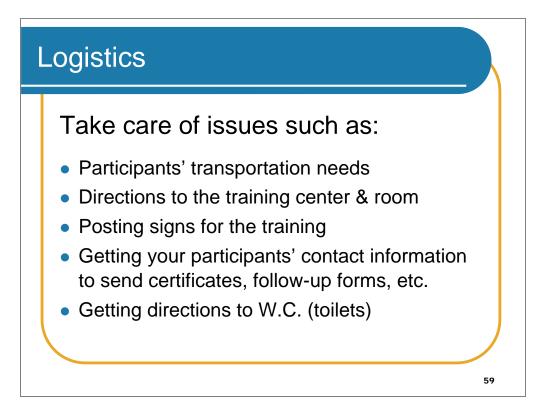


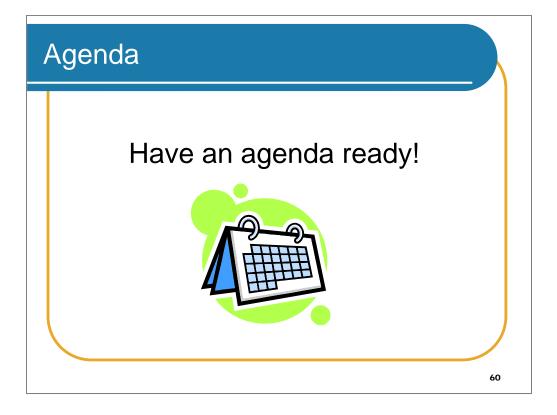


Reduce anxiety among participants related to the pre- and post-assessments by saying that the assessments are not meant to evaluate their knowledge individually but as a group and that the goal is to evaluate the training performance. Also let your participants know that the pre-post assessments are totally confidential, and that it is anticipated that they will **not** know the questions at the beginning of the training.









Sample Agenda				
	Agenda: January 5, 2007			
	8:00	Introductions		
	8:20	Workshop 1		
	10:00	Break		
	10:15	Workshop 1 (continuation)		
	11:00	Workshop 2		
	12:30	Lunch		
	1:15	Workshop 2 (continuation)		
	2:45	Break 4	1	
	3:00	Workshop 3		
	5:30	Break		
	5:46	Workshop 3 (continuation)		
	6:30	Wrap-up and follow-up plan		
	6:40	Training Satisfaction Survey and Post-assessment		
			61	

This is a sample of an agenda. Explain to participants (trainers) that they will need to modify or create their own agendas accordingly to their needs, culture, and customs of their audience or participants.



