



# VIRTUAL LEARNING MASTERCLASS SERIES

2024

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# APP-ENHANCED VIRTUAL CLASSROOM

## COURSE **DESCRIPTION**

There's an app for everything these days, including a full catalog of third-party tools your team can use to craft a dynamic, collaborative virtual learning environment.



In this collaborative workshop, your team gets hands-on experience with third-party apps like Kahoot, Twiddla, Mentimeter, and Beekast. Teams learn to integrate them into live events to create active learning experiences that foster group problem solving and boost learner engagement.

## PROGRAM **OBJECTIVES**

**Evaluate** the effectiveness of 3rd party tools.

**Integrate** the tools to create active virtual programs.

**Enhance** learner engagement and collaboration.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- **■** Blog post 3rd Party Technology Applications for Best Virtual Classroom Interaction
- 7 Infographic 6 Tips for Working with Third-Party Apps
- Video Achieving Excellence Through the InQuire Engagement Framework
- Blog post 35 Fun Icebreakers Perfect for Virtual and Hybrid Meetings
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### **CHOOSING THE BEST LEARNING APP**

#### What Apps are Available to You?

Brainstorm where to find apps Explore apps integrated with your platform
Group discussions

# **Considerations When Choosing Apps**Brainstorm factors to consider

Discussion on importance of each factor Discussion on use of Beekast app

#### INTRODUCING **LEARNING APPS**

#### Learning Apps for the Virtual Classroom

Read the blog post Review the infographic Discussion to share ideas

# Using Apps for Engagement View the video

Discussion on increasing engagement Read the blog post on icebreakers Discussion to share ideas

#### **ENHANCING THE LEARNING EXPERIENCE**

# **Review of Learner Engagement** Quiz to check understanding

Discussion on use of Kahoot app

#### **Balancing Fun and Learning**

Group discussions

#### **USING LEARNING APPS IN A LIVE CLASS**

#### **Environmental Engagement** with Apps

Group discussions

# How to Use an App in a Live Class Brainstorm tasks before,

during, and after Discussion on use of Twiddla app

#### **INCORPORATING LEARNING APPS**

# **Design an App-Based Activity** Groups review assigned app

Groups design an activity Groups suggest tasks required to make it work Groups review each other's work

#### **FINAL PROJECT**

#### Review a Learning App and Incorporate it into a Session

Use worksheets and toolkit provided Submit worksheet

#### **WRAP UP**

#### **Review and Recap**

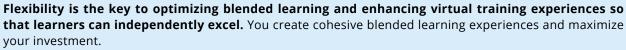
Reflection and discussion

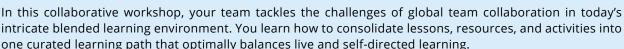




# VIRTUAL LEARNING BLENDED LEARNING CAMPAIGN DESIGN

## COURSE **DESCRIPTION**







## PROGRAM **OBJECTIVES**

**Discuss** how technology, design, people, place, and time influence blended learning.

**Differentiate** between instructional strategies, techniques, and technologies.

**Ensure** learning continues after the campaign is complete.

**Design** a blended learning campaign map.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- Video Perpetual Learning and Campaign Design
- **7** Book An Introduction to InSync Training's Perpetual Learning Design Model
- **₹** Job Aid Mapping Learning Objectives
- Infographic Modern Learning Instructional Design
- **₹** Blog post 5 Characteristics of the Modern Learner Experience
- **7** Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### **CAMPAIGN MAPS**

**CAMPAIGN DESIGN** 

**INTRODUCTION TO CAMPAIGN DESIGN** 

#### Review this Campaign Map Review the map Group discussions

**Blended Learning Programs** Share experiences

#### Review of Key Terms Review definitions Group discussions

#### The Process of Designing Blended Learning

View the video Review the campaign map Read the book Read the blog post Review the job aid Share experiences

#### **BLENDED LEARNING CAMPAIGNS**

#### What are the Components of the Blend? Review components

The Importance of Language Share experiences Individual action planning

#### **DESIGNING A UNIFIED EXPERIENCE**

#### The Components of a Campaign Design

Review components Group discussions

### The Characteristics that Impact

the Learner Review the characteristics Share experiences
Discussion on moments of need

#### The Characteristics of **Blended Learning**

Review the characteristics Group discussion

### The Design Blueprint

Review the blueprint Discussions on blueprint

#### **PRACTICE WITH THE BLUEPRINT**

Design a Campaign For a Scenario Review the scenario Groups work through the blue print Groups design a campaign Review other group's work

#### **CREATING A CAMPAIGN MAP**

#### THE ROLE OF THE LMS

**How to Make Sure Learning** Continues Review tips Share experiences

#### **Benefits of Campaign Maps** Review benefits

#### **Elements of Campaign Maps**

Review the elements Review examples Group discussion

#### **WRAP UP**

#### **FINAL PROJECT**

#### **Review and Recap** Reflection and discussion

#### Create a Campaign Design For Your Own Program Use worksheets and toolkit provided

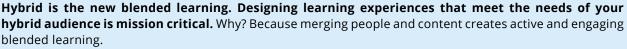
Submit worksheet

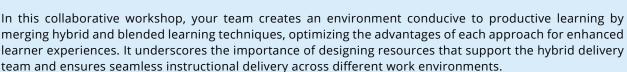




# DESIGNING BLENDED HYBRID LEARNING

## COURSE **DESCRIPTION**







**Define** the relationship between hybrid learning and blended learning.

**Design** programs that adapt to your hybrid audience.

Facilitate blended learning in the hybrid workplace.

**Provide** logistical support to ensure the success of a hybrid program.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- Blog post How to Support Students in the Hybrid Classroom
- ₱ Blog post 5 Reasons to Design Blended Learning Using a Campaign Approach
- 7 Interactive When to Use Each Microlearning Approach
- **7** Blog post Best Approaches to Hybrid Learning so No Learner Gets Left Behind
- **7** Blog post Are You Hybrid Ready, Willing, and Enabled for the Hybrid Classroom?
- Infographic Are You Ready?
- **₹** Blog post With Hybrid Learning, the Five Moments of Learner Need® Are More Important than Ever
- Video An Overview of the 5 Moments of Need
- 7 Infographic 5 Key Moments of Learner Need
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

Program Overview

How to Work Together

# THE FIVE MOMENTS OF LEARNER NEED

#### Overview of the 5 Moments of Learner Need

Read the blog post View the video Review the infographic Group discussion

#### INTRODUCING HYBRID LEARNING

#### Defining Hybrid Learning Review the interactive

The Impact on Learners
Read the blog posts
Review the infographic
Group discussion to share advice

#### INTRODUCING BLENDED LEARNING

#### The Benefits of Blended Learning

Read the blog posts Group discussion

#### Microlearning Methods

Review the interactive Discussion on microlearning tools

# BRINGING HYBRID INTO THE BLEND

#### **Learning Environments**

Discussion on macro environments Discussion on micro environments Review the scenario

#### **Hybrid Learning Environments**

Discussion on online resources

#### ENGAGING EVERY LEARNER

#### Learner Engagement

Review the InQuire Engagement Framework Apply the IQF to the scenario

#### Instructional Team Roles

Groups discuss each role Groups suggest responsibilities for each role

#### Reaching All Learners

Groups discuss assigned learner
Groups suggest how to support that learner
Groups review each others' work

# SUPPORTING A HYBRID LEARNING CAMPAIGN

#### **Campaign Maps**

Review a campaign map Discuss this campaign Discuss the use of resources

#### Using Resources On-The-Job

Learners share ideas Review tips for attracting learners to your LMS

#### **FINAL PROJECT**

#### Plan out a blended hybrid program for your work Use worksheets and toolkit provided Submit worksheet

#### **WRAP UP**

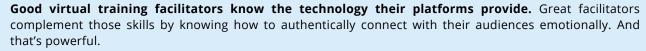
Review and recap
Reflection and discussion





## EMOTIONALLY INTELLIGENT VIRTUAL LEARNING

## COURSE **DESCRIPTION**





In this collaborative workshop, your team explores how to foster positive and authentic virtual learning environments. We emphasize creating a psychologically safe environment where learners can express themselves freely. We explore the critical role Emotional Intelligence plays in these learning experiences, offering insights into how emotions can impact behavior and motivation.

## PROGRAM **OBJECTIVES**

**Internalize** the role of Emotional Intelligence in virtual learning.

**Assess** how self-awareness, self-regulation, motivation, empathy, and social skills influence learners and outcomes.

**Develop** skills to help facilitators and learners manage emotions.

Nurture emotional engagement in live sessions.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- Video The Explainer: Emotional Intelligence
- **7** Blog post Emotional Intelligence in Leadership
- **■** Blog post 8 Free Emotional Intelligence Tests That Reveal More about You
- **₹** Blog post 12 Emotional Intelligence Examples
- Blog post Emotional Intelligence at Work
- **7** Video Achieving Excellence through the InQuire Engagement Framework
- **7** Blog post 8 Considerations for Applying Emotional Intelligence to Learning
- Blog post 7 Ways Facilitators Can Nurture Emotional Engagement in the Classroom
- Interactive Communication Techniques
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule Your Workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### **COMMUNICATING IN THE** VIRTUAL ENVIRONMENT

Methods for Communicating

**Techniques for Communicating** Review techniques Groups share tips for each

technique

# **VIRTUAL LEARNING**

# A Definition of Emotional Intelligence

**EMOTIONAL** 

**INTELLIGENCE IN** 

Review definition Group discussion

# The Benefits of Emotional Intelligence in the Virtual Classroom

Share ideas Group discussion

#### How it Ties to the InQuire Engagement Framework

Review IOF Group discussion

#### **INTRODUCTION TO EMOTIONAL INTELLIGENCE**

#### What is Emotional Intelligence?

View the video Read the blog posts Group discussion

#### **Emotional Intelligence at work**

Read the blog posts Group discussion

Emotional Intelligence in Learning
View the video
Read the blog posts
Review the interactive Group discussion

#### **EMOTIONAL INTELLIGENCE AND ITS IMPACT ON LEARNING OUTCOMES**

Review the aspects

**How They Impact Learning** 

Individual reflection

Share ideas Review characteristics

Group discussion

# **FACILITATOR**

#### The Five Aspects of Emotional Intelligence The Facilitator's Emotions Discussion on causes

Share tips to minimize impact

#### **Making Connections** Share tips

THE ROLE OF THE

**Communicating Effectively** Share tips

# Review suggestions

What We Need to Consider Share tips on being authentic Share tips on considering learners

#### **EMOTIONAL INTELLIGENCE IN PRACTICE**

# Redesign an Activity to Increase Emotional Intelligence

Review a scenario Groups redesign the scenario Review other group's work

#### **NURTURING EMOTIONAL ENGAGEMENT**

#### What Can You do to Nurture Emotional Engagement?

Individual reflection activity Group discussion

#### **FINAL PROJECT**

# Redesign An Activity to Make It

More Emotionally Engaging Use worksheets and toolkit provided Submit worksheet

Review and Recap Reflection and discussion

**WRAP UP** 



## COURSE **DESCRIPTION**

**As ubiquitous as virtual learning is in the hybrid workplace, learners are tired.** The need for engaging training that boosts engagement and reduces learning fatigue has become essential.



In this collaborative workshop, your team tackles the challenges of virtual classroom burnout, so learners value the experience and look forward to future programs. Your organization gets equipped with the necessary tools to transform the virtual learning experience. This makes it more dynamic, engaging, and sustainable.

## PROGRAM OBJECTIVES

**Analyze** the primary causes of virtual classroom burnout.

**Implement** design and facilitation techniques to minimize learning fatigue.

**Redirect** behaviors that contribute to learning fatigue.

Alleviate virtual learning burnout.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- **7** Blog post Designing the Digital Classroom for Effective Adult Learning
- Podcast Zoom Fatigue and Video in Hybrid & Virtual Training Delivery
- **ℬ** Survey Stanford Zoom Exhaustion & Fatigue Scale (ZEF)
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### WHAT DESIGNERS **CAN DO**

**Give Learners a Choice** 

Review suggestion Share experiences

**Use Webcams Purposefully** 

Discussion on webcams

**Blended Learning Campaigns** Reflection on this campaign

Group discussion

**Include Breaks** 

Poll activity Group discussion

**DEFINING** "ZOOM FATIGUE"

What is "Zoom Fatigue"? Learners share ideas

Review scientific definition

INTRODUCTION TO "ZOOM FATIGUE"

The Importance of **Adult Learning Theory** Read the blog posts Group discussion

The Impact of Using Video Cameras Listen to the podcast

Group discussion

Your experience of "Zoom Fatigue" Take the survey

Group discussion Individual reflection

#### WHAT FACILITATORS **CAN DO**

**Ensure Digital Fluency** 

Review suggestions

**Make Eye Contact** Discussion on webcam presence

**Make Social Connections** 

Brainstorm ideas Discussion on warm ups

**Get Them Moving** 

Take a stretch break Group discussion

**Limit Your Air Time** Share ideas

WHAT LEARNERS **CAN DO** 

**Build your Resilience** 

Activity to demonstrate resilience Group discussion

**Find Your Balance** 

Discussion on boundaries

**Avoid Multitasking** Activity to practice multitasking

Group discussion

Know Your Energy Gains and Drains Learners share experiences

Group discussion

**ENERGIZING** VIRTUAL LEARNING

**Applying the Techniques** 

Groups identify techniques used Groups suggest ways to apply assigned techniques to their work Groups review each others' work

#### **FINAL PROJECT**

Apply the techniques to your learning program

Use worksheets and toolkit provided Submit worksheet

**WRAP UP** 

Review and recap

Reflection and discussion



## **EVALUATING HYBRID & VIRTUAL LEARNING**

## COURSE **DESCRIPTION**

Moving beyond simple learner feedback, you have to dig deeper to find actionable data that can truly inform your learning approach. We cut through the complexity to give you the tools to really understand what makes hybrid and virtual learning tick.



In this collaborative workshop, your team revamps a hybrid virtual training evaluation plan and looks into how you're doing as individuals and as an organization. You pinpoint what is and isn't working and get easy-to-follow steps to make things even better. We figure out why some training isn't working and tweak our methods to make sure our sessions are not just enjoyed but are really reaching our goals.

## PROGRAM **OBJECTIVES**

**Evaluate** the effects of hybrid virtual learning.

**Identify** key program evaluation methods.

**Develop** a logic model that measures success.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- Video Achieving Excellence through the InQuire Engagement Framework
- Podcast Evaluating Hybrid and Virtual Learning
- Book Evaluation Methodologies
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### **EVALUATION PROCESS**

#### The Overall Approach to Evaluations

Groups discuss potential approaches Groups suggest questions to consider

### Setting Criteria Related to the Virtual Classroom Groups suggest criteria to set

#### **PROGRAM EVALUATION METHODOLOGIES**

#### **Defining Program Evaluation**

Group discussion Review definitions

# **Learner Engagement in Evaluations**Review of the

InQuire Engagement Framework Discussion on use in evaluations

#### **Potential Methodologies**

Paired discussion on potential methodologies Review of methodologies

## **INTRODUCING LEARNING EVALUATIONS**

#### **Considering Learning Evaluations** Listen to the podcast

Read the book Discussion on current evaluation processes

# **Learner Engagement** View video on the InQuire

Engagement Framework
Discussion on aspirations for new evaluation approaches

#### **MEASUREMENT**

#### **Definition of Measurable**

Group discussion on reliability Group discussion on validity When data is not measurable Share experiences

#### **DATA SOURCES**

#### Quantitative vs. Qualitative Data

Discussion on differences

#### Learners as a Data Source

Brainstorm data available Discussion on measurability of that data

#### **Technology as a Data Source**

Brainstorm data available
Discussion on relevance of that data

#### The Facilitation Team as a Data

Source Brainstorm data available Discussion on measurability of that data

#### Other Data Sources

Discussion on any other data sources

#### **DRAFT LOGIC MODEL**

# The Purpose of a Draft Logic Model

Discussion

#### **CIPP Evaluation Model**

Overview of the model Groups populate model based on scenario

#### **ANALYZING DATA**

# **Analyzing Data For Evaluation** Groups analyze scenario data

Groups summarize evaluation Groups make recommendations for improvement

#### **FINAL PROJECT**

Draft a logic model to evaluate a learning program
Use worksheets and toolkit provided Submit worksheet

#### **WRAP UP**

Review and recap Reflection and discussion





GOING LIVE: FROM IN PERSON TO VIRTUAL

## COURSE **DESCRIPTION**





In this collaborative workshop, your team explores the nuances of transitioning from in-person to virtual learning environments. We reevaluate content, refine design, optimize virtual platforms, and hone facilitation techniques to maximize impact. This comprehensive approach ensures a smooth and successful transition and enhances your capability to deliver impactful virtual classroom experiences.

## PROGRAM **OBJECTIVES**

**Evaluate** the suitability of your content for virtual delivery.

**Transform** existing activities into a virtual format.

**Prepare** your L&D team for success.

**Enhance** the partnership between the facilitator and the producer.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- **7** Blog post How to Go Live! Taking a GREAT Program and Moving it to the Virtual Classroom
- **7** Blog post How to Go Live: Thinking About Virtual Classroom Facilitation
- Blog post How to Go Live: Virtual Classroom Instructional Design Tips
- **■** Interactive Using InSync's Four Step Process to Design Virtual Programs
- Interactive Using InSync's Design Document to Create Dynamic Virtual Activities
- 7 Infographic Don't Skip the Debrief
- 7 Interactive Anatomy of a Facilitator Guide
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### TRANSITIONING TO **VIRTUAL**

#### **GREAT LEARNING EVENTS**

#### **INTRODUCTION: MOVING TO VIRTUAL**

#### The Importance of Mindset How to reframe your vision

**How Virtual is Different** 

for Each Role Groups identify differences for each role Group discussion

#### **Great In-Person Events**

Discussion Review characteristics

# The Characteristics of Great Virtual Events

How the same characteristics apply

#### What's Different About Virtual Classroom?

Read the blog posts Group discussion

#### **Designing for the Virtual Classroom**

Review the interactives Review an example Apply the design process to the example Share ideas

#### **Debriefing in the Virtual Classroom**

Review the infographic Review the interactive Share debrief ideas

#### **DESIGNING FOR THE** VIRTUAL CLASSROOM

#### **FACILITATING IN THE** VIRTUAL CLASSROOM

#### **SUPPORTING THE LEARNING EXPERIENCE**

# **Design Considerations** Review considerations

# **The Four-Step Design Process**Review of the process

Review decisions required Discussion on interaction

#### The Facilitator's Role Review characteristics Group discussions

Body Language in the Bandwidth Discuss how to see learners Review InQuire Engagement Framework

#### The Role of the Producer

Review technical tasks Review instructional tasks Group discussion

**DESIGNING A** 

VIRTUAL ACTIVITY

Converting an In-Person Activity to Virtual Review a scenario Groups convert their activity to virtual

Groups review each others' work

#### **FINAL PROJECT**

#### **WRAP UP**

#### Convert an In-Person Activity to Virtual

Use worksheets and toolkit provided Submit worksheet

#### Review and Recap

Reflection and discussion



VIRTUAL CLASSROOMS: A MICROLEARNING APPROACH

## COURSE **DESCRIPTION**

"Bite-sized" content enhances engagement, creates a robust training experience, and serves as a lasting resource in any virtual learning campaign.



In this collaborative workshop, your team learns to integrate microlearning assets before, during, and after formal learning. This extends the experience into every moment of learner need and maximizes your development investment.

## PROGRAM **OBJECTIVES**

Define microlearning best practices.

**Incorporate** microlearning into live virtual lessons.

**Design** sustainable microlearning strategies for use on the job.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- Blog post-Use Microlearning Assets to Fuel Your Virtual Classroom
- **■** Infographic-Six Steps to Adopting the Microlearning Approach to Design
- **7** Blog post Creating Virtual Training with a Microlearning Approach: Defining the Trend
- **Ϡ** Whitepaper−10 Types of Microlearning
- Infographic-10 Microlearning Methods that Maximize Learning Outcomes
- Blog post-With Hybrid Learning, the 5 Moments of Need Are More Important than Ever
- Infographic-How to Incorporate Microlearning Techniques in Virtual Classroom Lessons
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

THE BENEFITS OF **INCORPORATING MICROLEARNING** 

#### INTRODUCING **MICROLEARNING**

#### **Defining Microlearning**

Learners suggest definitions Review definitions Review characteristics

**Making Microlearning Work**Discussion on types of assets used Video on microlearning vs. traditional learning Review of push vs. pull learning Review of the 5 moments of learner need Group discussion

#### The Benefits of Incorporating Microlearning

Read the blog post

#### **Designing with Microlearning In Mind**

Review the infographic Read the blog post Discussion on ideas

#### Types of Microlearning

Read the whitepaper Review the infographic Discussion to compare the assets

#### Microlearning in Hybrid Workplaces

Read the blog post Review the infographic Discussion on moments of need

#### **INCORPORATING MICROLEARNING INTO LIVE CLASSES**

# Effectively Incorporating Microlearning

Discussion on best practices Review steps for design Group discussion

# Choosing the Best Microlearning Tool

Review of potential tools Group discussion

#### The Importance of Debriefs

Review the infographic Group discussions

#### **DESIGNING MICROLEARNING**

# How to Design Programs that Effectively Incorporate

Microlearning Review worksheet and scenario

### **Practice Designing Programs**

Incorporating Microlearning
Groups use a scenario and worksheet Groups design programs Share experiences and takeaways

#### PERPETUATING THE USE OF MICROLEARNING

# Attracting Learners to Your LMS

Review tips Group discussions

#### **FINAL PROJECT**

#### Review a Learning Program and Incorporate Microlearning

Use worksheets and toolkit provided Submit worksheet

#### **WRAP UP**

#### **Review and Recap**

Reflection and discussion





# VIRTUAL LEARNING THE BRAIN-BASED VIRTUAL CLASSROOM

## COURSE **DESCRIPTION**

Your learners deserve robust engagement strategies to optimize their productivity. Introduce your team to a design approach grounded in neuroscience that fosters connections with learners on an emotional, intellectual, and environmental level.



In this collaborative workshop, your team levels up your virtual classes by diving into the exciting world of neuroscience-inspired activities and discovers how they can bring a new dimension to your content. You experience these activities firsthand, giving you the tools to transform your virtual classroom into an engaging and interactive space. Together, you design a virtual classroom activity that's not just strong in its content but also rich with opportunities for effective learning, cooperation, and putting theory into practice.

## PROGRAM **OBJECTIVES**

Apply brain-based learning principles.

**Design** activities that engage learners.

**Ensure** higher-level learning.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- **ℬ** Book Virtual Learning is Real Learning
- **Ϡ** Video Achieving Excellence Through the InQuire Engagement Framework
- 7 Interactive 12 Learning Principles You Can Wrap Your Brain Around
- Infographic Don't Skip the Debrief
- Infographic 6 Brain-Based Principles That Trump Traditional Teaching and Training
- Checklist Brain-Based Learning Strategies for Engaging Learners
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

**How to Work Together** 

#### **PRESENTATION STYLES**

#### THE IMPORTANCE OF **DEBRIEFS**

#### **INTRODUCING BRAIN-BASED PRINCIPLES**

#### **Lectures or Engaging** Presentations

View example video Discussion on presentation styles

#### The Benefits of **Debrief and Reflection**

Read section of book Review infographic on debriefs Discussion on debrief methods

Overview of 12 Learning Principles
Read section of book Discussion on impact of pandemic Interactive activity to explore the brain-based principles

**Learner Engagement** View video on the InQuire Engagement Framework Discussion on variety of media

#### **APPLYING BRAIN-BASED TECHNIQUES**

# Exploring ideas on applying Brain-Based Techniques

Review infographic for ideas Review checklist of practical strategies Discussion on applying techniques

#### **IMPACT OF BRAIN-BASED LEARNING**

# How the InQuire Engagement Framework Impacts Learning

Discussion on the IQF
Discussion on guiding questions and learning objectives

#### **Defining Brain-Based Learning**

Review of definitions The impact of fear on cognition Discussion on brain science and ground rules

#### How the InQuire Engagement Framework Aligns with Brain-Based Principles

Review infographic Quiz-based discussion

#### **BRAIN-BASED LEARNING DESIGN**

# Key Components of Brain-Based Activities

Review of each component Review potential strategies

#### Review a Brain-Based **Learning Activity**

Overview of example activity
Review components in this activity Discussion on potential outcomes

# Participate in a Brain-Based

Learning Activity
Take part in "20 questions" activity
Discussion on outcome of activity Impact of debrief on learning outcomes Discussion on brain-based principles applied

#### **DESIGNING BRAIN-BASED ACTIVITIES TO MAXIMIZE ENGAGEMENT**

#### Using the Brain-Based Activity Worksheet

Review of worksheet Discussion on using the worksheet

#### **Designing Brain-Based** Activities

Groups use brain-based activity worksheet Groups design an activity Review of groups' designs

#### **FINAL PROJECT**

#### Convert or Design a **Brain-Based Activity**

Use worksheets and toolkit provided Submit worksheet

#### **WRAP UP**

**Review and Recap** Reflection and discussion





## VIRTUAL CLASSROOM PLATFORM DEEP DIVES

## COURSE **DESCRIPTION**

**Getting the most out of your chosen virtual platform is critical for learner engagement and retention.**Access to insider tips and strategies in facilitation, design, production, and tech can help your team excel.



This collaborative workshop is perfect for facilitators, designers, and all virtual training professionals. It delivers in-depth instruction in using feature-rich tools in custom learner engagement experiences. We provide more than the "point-and-click" of the virtual classroom—we show you how to integrate tools into your design. Pick your platform: Zoom, MS Teams, Webex, or Adobe Connect.

## PROGRAM **OBJECTIVES**

**Utilize** the Virtual Classroom tools to maximize engagement and minimize tech disruptions.

**Articulate** what team members need to know about the platform specific to their role.

**Optimize** the use of your virtual platform.

# This program includes the following elements:

- A two-week blended learning journey with one 2-hour live virtual workshop
- Supporting Microlearning Toolkit
- Reinforcing Final Project

- Program Workbook
- Videos or articles on navigating your virtual platform
- Videos or articles on using your platform's features
- Videos or articles on your platform's settings
- Discussion forum to share insights and experiences throughout the program





#### **PREPARATION**

Schedule your workshop

**Review Materials** 

Introductions

**Program Overview** 

How to Work Together

#### WHAT TOOLS ARE AVAILABLE

INTRODUCTION TO YOUR VIRTUAL CLASSROOM PLATFORM

#### **Basic Interaction Tools** Volunteers explain tools Learners test tools

Navigating Your Virtual Platform View the videos or read the articles Share experiences

Using the Interactive Tools
View the videos or read the articles
Try the tools
Share experiences

Exploring Your Platform's Settings
View the videos or read the articles
Review the settings
Share experiences

# USING THE TOOLS TO MAXIMIZE LEARNER ENGAGEMENT

# WHAT DO THE INSTRUCTIONAL TEAM NEED TO KNOW?

# DEVELOPING DIGITAL FLUENCY

# The InQuire Engagement Framework Review the framework

Group discussions

#### Using the Tools to Engage

Groups explore assigned tool Groups share ideas Review other groups' work

#### **Working with Breakouts**

Review how to set up and manage breakouts Learners share ideas

# What do Designers Need to Know? Brainstorm ideas

Brainstorm ideas Review questions

#### What do Facilitators Need to Know?

Brainstorm ideas Review questions

#### What do Producers Need to Know?

Brainstorm ideas Review questions

#### Where can We Find the Answers?

Groups explore the questions for their assigned role Groups explore their platform's help center Groups share learning Explore outstanding questions

## DIGITAL FLUENCY

#### What do I Need to Know? Individual action planning Group discussion

#### FINAL PROJECT

#### Create an Action Plan for Mastering Your Virtual Classroom Platform

Use worksheets and toolkit provided Submit worksheet

#### **WRAP UP**

**Review and Recap** Reflection and discussion

