

# Train the Virtual Trainer - Engaging activities to bring content to life (Part 2/3)

This course focuses on training the virtual trainer to confidently design and deliver valuable virtual classroom programs, ensuring audiences are engaged and inspired to embed the key learnings. It is delivered over 3 x 90-minute facilitator led virtual classroom sessions.

This highly interactive and powerful course provides trainers with the strategies and techniques to seamlessly convert content into virtual learning programs and gain valuable tools on the mechanics of the virtual classroom to confidently design and deliver highly engaging sessions to audiences to ensure maximum engagement and motivation to apply the key learnings back into their work.

[Click here](#) to access the video overview.

## Snapshot

Duration: 90 minute

## Learning Outcomes

- Review key outcomes from session 1
- Identify ways you can implement interactive activities to bring the content to life, ensure engagement and key learnings are embedded back in the workplace
- Minimise distraction by embedding activities throughout and have learners have their hands and eyes busy
- Sequencing activities into three parts – openers, engagers and closers
- Openers – capture and maintain the audience's attention
- Energisers – specifically looking at activities that can be utilised in the Virtual Classroom to bring the learning to life including:

The chat function

Emoticons

Polls

Q & A

Whiteboarding

Gamification

Competitions, quizzes and virtual prizes

Questioning techniques

Break out rooms

Scenarios

- Debriefing techniques to ensure continuous embedding of learnings
- Wrap up, closers and commitments to conclude with confidence
- Set action plans for ongoing development – and preparation for session 3