

### **Interactive Training Objectives**

- 1. Define Interactive Training
- 2. Identify Different Learning Styles
- Explore how to use interactive learning in training of adults
- 4. Share practical ideas of interactive training specific to OSHA Safety and Health topics.



### What is Interactive Training?

- Instructional activities that can include; but not limited to, discussions, games, hands-on exercises, demonstrations, group activities, and field trips that engage participants and encourage participation to help ensure learning transfer and enhance retention.
- A two-way process of active participant engagement with each other, the facilitator, and the content.



### **Overview of Best Practices**

- 1. Intended Audience: Know your intended audience
- 2. Training techniques, methods and modes.
  - Proven adult learning techniques should be at the core of training development and delivery.
  - Peer-to-peer training with activity-based learning is one effective model for worker training. Effective development of peer trainers requires ongoing organizational support to the developing peer trainer.
  - Activity-based learning should fill at least two-thirds of training hours (no more than one-third is lecture).
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    Training must be provided in a way that workers receiving it can understand. In practical terms, this means that the training must be both in a language and vocabulary that the workers can understand.

    While computer-based training (CBT)can augment the effectiveness of safety and health training for workers, it should not be the sole form of training that workers receive.



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### Overview of Best Practices cont.

- 3. Needs Assessment: Safety and health training should be preceded by a needs assessment to ensure the training meets the needs of the participants. Needs assessments can also be used to learn more about your target population's knowledge, experience, learning styles, reading and writing skills, and interests.
- 4 Evaluation of Training: Evaluating your training allows you to assess whether the training is having the desired results, and informs you as to whether you need to make changes to your training program.



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### **Learning Styles**

- ▶ Visual: Power points, videos, handouts
- ▶ Auditory: Lecture, discussions, question and answers
- ► Kinesthetic: Hands-on... moving, doing, touching



### Needs Assessment ► How do you do this? ► When do you do this? ► What information will I take away from this?

### Candy Activity Look under your seat for your candy



### Writing Training Objectives

- ▶ What is my purpose for this training?
- What do I want my students to be able to do once training is complete?
  - ▶ Remember and repeat back what I said?
  - ► Summarize or Explain in own words?
  - ► Apply and demonstrate understanding?
  - ▶ Analyze, interpret information based off what I said?

igher Order	Control of the Contro	Behaviour: Display creative thinking, develop new concepts or approaches	Vertical and the second
	6. Creation	Verbs: Develop, Create, Flan, Design, Reville, Formulate, Propose, Establish, Assemble, Modify, Arrange, Synthesise, Georate, Device, Compose	
	5. Evaluation	Behaviour: Assess effectiveness of whole concepts in relation to other variables	
		Verbs: Assess, Review, Justify, Report On, Defend, Present A Case For, Argue, Appraise, Investigate, Support, Predict, Judge, Rate	
	4. Analysing	Behaviour: Interpret elements, structure relationships between individual components	
		Verbs: Analyse, Strutture, Catalogue, Compare, Break Down, Quantify, Test, Examine, Experiment, Relate, Measure, Plot, Contrast, Extrapolate, Infer	\ \ \
	3. Applying	Behaviour: Use or apply knowledge, in practice or real life situations	
		Verbs: Use, Apply, Manage, Execute, Froduce, Implement, Construct, Prepare, Respond, Reast, Chenge, Compute, Solve, Operate, Show	
	2. Understanding	Behaviour: To comprehend meaning, explain data in own words	
		Verbs: Explain, Illustrate, Paraphrase, Classify, Summarise, Translate, Report, Interpret, Critique, Reiterate, Reference, Locate, Indicate	
Τ.	1. Remembering	Behaviour: To recall, recognise, or identify concepts	
ower Order		Verbs: Identify, Highlight, Arrange, Define, Describe, Label, List, Relate, Memorice, Select, Reproduce, State, March, Outline	
1	Designate by how Tell Recognition, Deplember 2019		Allegan

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### We Tend to Remember

- ▶ 10% Of What We Read
- ▶ 20% Of What We Hear
- ▶ 30% Of What We See
- ▶ 50% Of What We See & Hear
- ▶ 70% Of What We Say
- ▶ 90% Of What We Say and Do

### Why do Interactive Activities?

- ▶ Because learning is enhanced when participants are actively involved
- ► People learn by doing
  - particularly true when the learning tasks involve behavioral topics, such as developing safety awareness.

How to Decide WHEN to Incorporate Interactive Learning Activities and WHAT activity to choose?

- ▶ Consider the following before selecting an activity
  - Desired outcome of participants (their needs and wants & your needs and wants as the facilitator)
  - Number of participants
  - Size and layout of training room
  - How much time do you have for activity



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# How to Decide WHEN to Incorporate Interactive Learning Activities and WHAT activity to choose? Ask yourself the following questions... Do I want the participants to share ideas and learn from each other? Do I want the participants to internalize something on their own? Do I want to test their knowledge?

### Interactive activities best support learning when they meet the following criteria:

- ► There is a learning goal
- ► There are clear expectations concerning the rules and behaviors for each activity
- ► There is an element of competition between participants, even when no scoring is involved
- ▶ There is a high degree of interaction between participants
- ▶ The game has a definite end or closure
- ► There is a definite outcome (in most cases)
- ► The activity itself is motivating and fun

### Samples of interactive methods

- ▶ Games
- ► Group exercises
- ▶ Demonstrations
- ► Role Playing
- ▶ Peer to peer
- ► Ice-breakers



Games  ► Kahoots ► https://create.kahoot.it/		
Games  ▶ Jeopardy labs ▶ https://jeopardylabs.com/ ▶ https://jeopardylabs.com/120405		
Remember  Telling is not teaching Listening is not Learning AND  Power point is a visual aid not a teaching technique!		

### Summary

- People learn in a variety of ways visual, auditory and kinesthetic.
- Understand what it means to be interactive in your trainings.
- Your desired outcome for your participants will drive the type of interactive learning activity you choose.
- \* Be sure to create meaning with your activity as it relates to your content.
- Continue to think how you can better engage your participants in your trainings.



### Thank you!

Any Questions?



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