

Do you want to give a differentiated value to your customers, coming from the application of learnings from your employees?



How do you ensure your employees "Retain what you have learnt, apply it at work & give the application benefit to your organization's customers"?

Do you have any Creative & Innovative learning design & facilitation journey (workshop & coaching) to upskill your subject matter experts /trainers/ teachers/professors?

Have you applied any new ways of learning (by doing/discovery & not telling/theory) design & facilitation?

We partner to solve the puzzle with a creative twist, with an Innovative learning design & facilitation workshop & coaching journey of 7-15 days!



Offering 5 c) - Innovative learning design & facilitation

Our Approach

With an accelerated solution style as:

- Step 1 we discover through c-suite interviews, the workshop participant profile & then launch a 5 day Innovative learning design & facilitation workshop
- **Step 2** we launch 1-1 coaching time for the participants, as they design a new workshop from the learning. As a closing participant showcase the workshop blueprint, impact, way forward to the sponsors/ c-suite



Offering 5 c) - Innovative learning design & facilitation

Creative & innovative learning design & facilitation journey is based on activity-based discovery & application of content by doing it, and not theory-based cramming, by telling it. It is focused on high retention rate of the concepts & application of learning.

This workshop help participants, learn new ways of learning design & facilitation including, theatre/alternate andragogy-based learning, accelerated creative learnings, game & instructional design techniques etc.



Offering 5 a) - Workshop flow

Workshop flow & co-created output (Learning Design & Facilitation – 5 days)

- A. Understand & describe the components of
- 1) Analyze
- 2) Design phase

of Learning solution through Instructional designs ADDIE Model

- B. Summarize & create effective Learning solution
- 3) Development (mode, accelerated creative learning, 38 theater /alternate andragogy tools, innovation, ecosystem partner, 4Ps)
- 4) Implementation (3Es, facilitate, Q&A)
- 5) Evaluation (feedback/ assessments) through accelerated creative learnings, theatre or alternate andragogy tools with ADDIE model & 4 Ps of learning
- C. Interpret clear Learning Impact framework & Value 360
- D. Discuss ways of branding the Learning workshops/journeys

Creative tools & techniques

Convert your trainers/subject matter experts'/teachers to become Innovative learning designers & facilitators with...







Over 60 + Theatre/Alternate andragogy/Games/Accelerated learning tools

- Painting/Poster/Picture decode/Art Gallery/ Wandering ppt
- Drama-Play /Street play/ Intimate interactive theatre
- Movie/ Video
- Books /Doha/Mythology-Vedas, Stories
- Dance/Flash mob
- Radio/Music/Song/Rap/Jingle/Poem
- Puppetry/ Craft/ Lego-Blocks
- Circle time & group freeze
- Quilting/Jewellery /Pottery/Sculptures
- Digital art/ Visual Art/Fine art/Machine art
- Simulation based carnival-Video games, Games
- Caricature/Thematic/ Interactive Post/ Comic strips
- HCD-Day in a life persona, Resource center





Creative tools & techniques



Over 60 + Theatre/Alternate andragogy/Games/Accelerated learning tools

Let Go Barriers Genie wall **Learning Treasure**

Learner Thermometer Wikiped wall

Persona story Reverse press conference Visual Learning summary

Stand guess share Museum tour/Art Gallery Live poll

Puzzle Quotes on wall Mix & match Acting the Learning material

Scavenger hunt Moments that matter Whole body movement

Stealth learning carnival Icon/ word Relay race

Treasure hunt Leaderboards- Game show Bon fire

Question face off sprint Album Branding cards

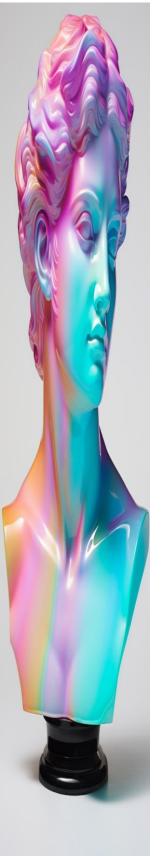
Interactive story telling with movement

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Offering 5 c)- Blueprint & actual material creation by the participants

Participant output

- During 5 days of workshop (Design a short topic of a workshop)
- After 5 days of coaching & design time (Design a full 1-day workshop)



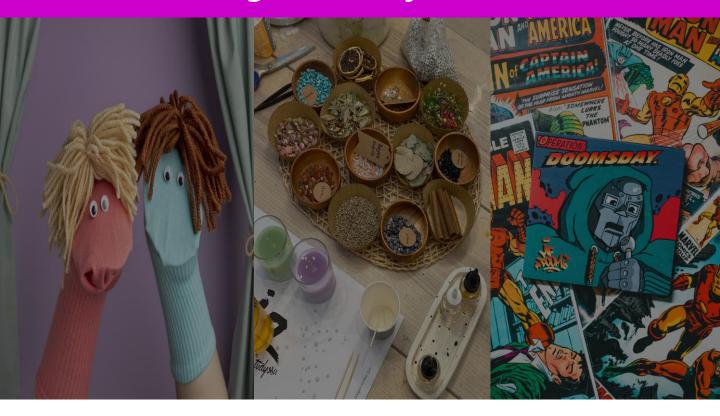
Excel-Blueprint

- Learning & Performance Goals
- Time/ topic
- Content type
- Learning level
- Learning activity
- 4 Ps cycle
- Movement
- 4 types of learner
- Role of a trainer
- Learning mode
- Collaboration
- Workshop actions
- Flow with breaks
- Preparation
- Presentation
- Practice
- Performance

Actual Workshop Material

- Content design based on the activities
- Learner participant book
- Master pack for printouts to be put in the room
- Impact assessment/ measurement, celebration
- Branding material with pre workshop mailers, feedback surveys





Innovative Learning design & facilitation workshop

Time for action

- Option A: 7 days over 3 weeks
 (5 days workshop, 2 days pre & post calibration/output)
- Option B: 15 days over 4 weeks
 (5 days workshop, 5 days coaching & 5 days pre & post calibration and participant output showcase)



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Offering 2- Organization value proposition

