

Kagan

Dynamic Trainer

Day 1 of 5-Day Agenda

**A) Welcome**

- 1) TakeOff-TouchDown
- 2) Schedule & Management

B) Overview

- 1) Principles of Brain-Friendly Trainer
- 2) Kinesthetic Symbols

C) Classbuilding

- 1) Trading Cards
 - a) Timed Pair Share
 - b) Single RoundRobin
 - c) Continuous RoundRobin
- 2) Random Teams
- 3) 3 Critical Attributes

D) Teambuilding

- 1) 3 Critical Attributes
- 2) Three-Step Interview

E) Be the Best – Part I

- 1) Qualities of a Good Trainer
 - a) Jot Thoughts
 - b) Popcorn
- 2) Strengths & Weaknesses
- 3) Brain Break: Knock, Knock

F) Be the Best – Part II

- 1) Presentation Skills vs. Content
 - a) Sum-the-Ranks
- 2) Stop and Process
 - a) StandUp-HandUp-PairUp
 - b) RallyRobin

G) Be the Best – Part III

- 1) What You Say vs. How You Say It
 - a) Visual Messages
 - b) Don't Apologize For...
- 2) Stop & Process
 - a) Stroll-Pair-Share
 - b) Timed Pair Interview

H) Be the Best – Part IV

- 1) Draw-A-Chip: Teambuilding
- 2) Nine Deadly Sins

I) Wonderful Wraps

- 1) Mix-Music-Meet
- 2) Action Plan
- 3) Evaluations

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Day 2 of 5-Day Agenda



A) Welcome Back

- 1) Quote for the Day
- 2) Schedule & Management

B) Review

- 1) Find-A-Partner
 - a) CB vs. TB
 - b) Nine Deadly Sins
 - c) Brain-Friendly Trainer
- 2) Silly Sports & Goofy Games: Find-A-Partner
- 3) When to Use Music

C) Random Teams

- 1) Picture Puzzle Pieces

D) Teambuilding

- 1) 3 Critical Attributes
- 2) Placemat Consensus
- 3) Popcorn

E) Off to the Right Start

- 1) Great Openings/The Clock is Ticking
- 2) Sponsor Introductions
 - a) TeamUp!
 - b) Silly Sports & Goofy Games: Zoom Yeeck Swoosh Kerplunk
- 3) Introducing Yourself
 - a) Single RoundRobin
 - b) Credibility

F) 4 Secrets of Success

- 1) Laurie's Hot Tips 1-12
 - a) Window Paning
- 2) When to Start
 - a) Instant Star
- 3) Ask Clear Directions
 - a) Traveling Star
- 4) Response Time
- 5) Humor

G) Multiple Intelligences

- 1) Kinesthetic Symbols
- 2) Mind Mapping
- 3) Silly Sports & Goofy Games: The Freeze

H) Teaching Assignments

- 1) TeamUp!
- 2) MI Assignments
- 3) Planning Time: Corners

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Day 3 of 5-Day Agenda



A) Welcome Back

- 1) Agenda in Mind Map Form

B) Classbuilding

- 1) Corners
 - a) Timed Pair Share
 - b) RallyRobin

C) MI: Presentations

- 1) TeamUp!
- 2) Assignments 1-4 Present
- 3) Silly Sports & Goofy Games:
Signatures
- 4) Assignments 5-8 Present
- 5) Closure: Stroll-Pair-Share

D) Teambuilding

- 1) Team Interview

E) Keep Them Involved

- 1) Brain Breaks
- 2) Don't Let them Sit

F) Difficult Adults

- 1) Three Stages of Concern
- 2) Three Types of Learners
 - a) GiveOne-GetOne
- 3) Adult Learner Needs
 - a) CenterPiece

H) Wrap

- 1) Structure on Domain Wall
- 2) Silly Sports & Goofy Games: Balloon Bounce
- 3) Disney Day!

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Day 4 of 5-Day Agenda



A) Welcome Back

- 1) Day 4 Agenda Mind Map

B) Review

- 1) Flashback

C) Classbuilding

- 1) Similarity Groups
- 2) Random Teams: Deck of Cards

D) Keep Them Involved

- 1) Who Goes 1st?
 - a) AllRecord RoundRobin
 - b) Find Your Number

E) Teambuilding

- 1) Find-the-Fiction
- 2) Silly Sports & Goofy Games: Musical Massage Worm

F) Planning Your Presentation

- 1) Learning Outcomes
- 2) Elements for Change
- 3) Planning & Scheduling
- 4) Team Leader/Team Members
- 5) Silly Sports & Goofy Games: Cat in the Corner

G) Red Hot Reviews

- 1) Numbered Heads Together: Software
- 2) Numbered Heads Together: Role Practice
- 3) Silly Sports & Goofy Games: Pretzel, Unpretzel
- 4) Showdown

H) Teaching Assignments

- 1) Capturing Attention Via Visuals
 - a) PowerPoints
 - b) Flipcharts
 - c) Handouts
 - d) Videos
- 2) Planning and Preparation Time

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Day 5 of 5-Day Agenda



A) Welcome Back

B) All Around the Clock

- 1) Set Up Appointments

C) Attention via Visuals: Presentations

- 1) PowerPoint
 - a) Fantastic Cheer
- 2) Flipcharts
 - a) Rodeo Cheer
- 3) Handouts
 - a) Cheese Grater Cheer
- 4) Videos
 - a) Mirror Cheer

D) Capturing Attention via Visuals

- 1) Graphics Information
- 2) Importance of PowerPoint Visuals
- 3) Visuals in Handouts

E) Random Teams

- 1) Theme Teams

F) It's Your Show

- 1) Before the Workshop
 - a) Information Sent to Host
 - b) Contact Conversations
 - c) Technology Needs
- 2) Silly Sports & Goofy Games: Balloon Caterpillar

G) Interpreting Evaluations

- 1) RoundTable Consensus

H) Wrap

- 1) Find Someone Who
- 2) Elements of a Wonderful Wrap
 - a) Action Plan
 - 1) Journal Reflections
 - b) Tie It Together
 - 1) Team Statements
 - c) Celebration
 - d) High Note
 - e) Evaluations