

# Dynamic Trainer

## Day 1 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