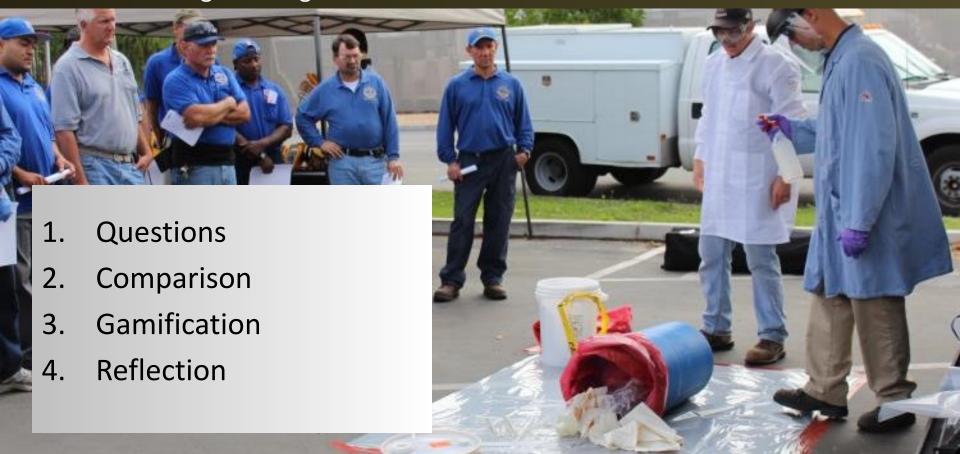
Compelling Presentations

Emotional Eye-Catchy Engaging

Engaging

Use active learning teaching methods



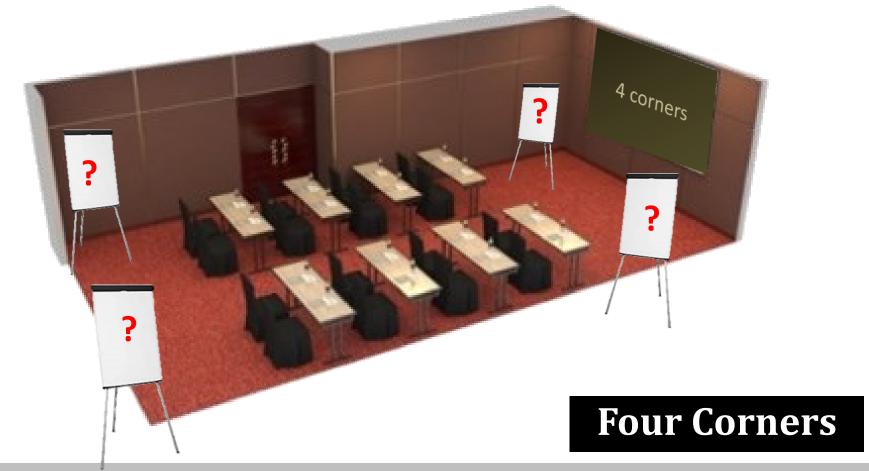
Questions







Questions



Place questions on flipcharts in each corner. Break up into 4 groups. Assign each group to answer one of the questions.

Questions

1

Place questions on flipcharts





In each corner of the room

3

Break up into 4 groups





4

Assign
each group
to answer one
of the questions

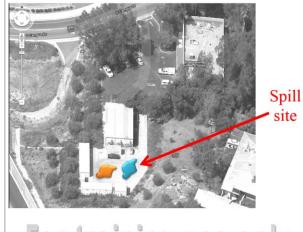
Scenarios



4. Map Sketch

On Wednesday, March 21, 2012 at approximately 1:30 pm, Dr. De La Rosa called to notify you of a large spill that needs EH&S help to cleanup. He is not sure what it is, except that it's a corrosive chemical. In the background you hear that someone was transporting containers of hydrochloric acid (HCI) and sodium hydroxide (NaOH) before the containers were dropped.

The spills occurred in the back parking lot of the EH&S building.



For training use only

ICS 201 Page 1 of 1 6. Prepared by (Name and Position)
Janette de la Rosa Ducut, Ed.D., Training Manager

I MAIL







ICS 20

Problem

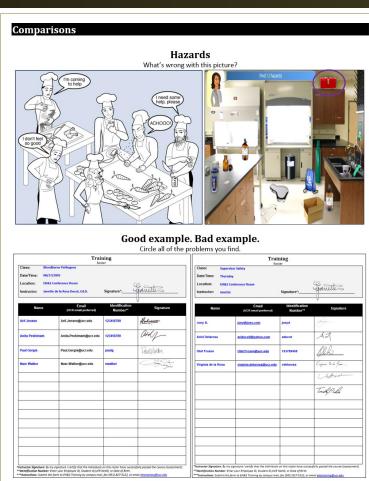
Imagine you walked into a HKUST training session that sounded interesting. After 5 minutes you wanted to **leave**. There is **another meeting** you want to go to, but you're sitting in the **front row**. What would you do?



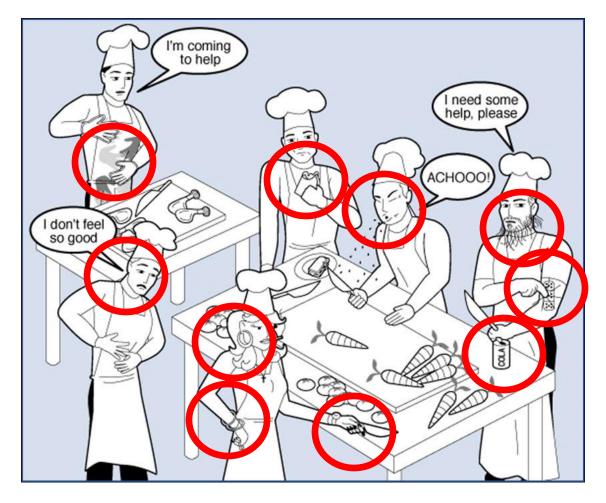




Comparisons



Compare & Contrast enables critical thinking and builds memory



What's wrong with this picture?

Comparisons

CSHEMA **Training Secrets** Creating compelling presentations Janette de la Rosa Ducut, Ed.D. July 15, 2017 Overview Finish the sentence **Objectives** Injury & Illness Prevention Plan (IIPP) By the end of this session you should be able to create Identify the incorrect sentence: compelling presentations that are: 1. Conduct a hazard assessment to minimize/reduce hazards. Provide safe equipment. Establish SOPs and 1. Emotiona 2. Inspect the work area and correct unsafe work Tell a story, show a video, or adapt concepts from conditions. commercials to bring your point home. 3. Communicate frustrations 4. Investigate injuries, prevent recurrence, and report 2. Eye-Catchy serious injuries / fatalities to Cal/OSHA. Make it visual so that people remember. Keep records. Document activities. 3. Engaging Add the missing sentence: Use active learning teaching methods. Checklist ☐ Story ☐ Video Audience Response ☐ Pictures System ☐ Questions What is it? Online tools allow people to use their phones to □ Scenarios answer quiz questions. To use them, you will need a computer (or phone) connected to the internet, that is displayed to a screen or TV. Easy-to-use and free tools ☐ Comparisons include Kahootl, Poll Everywhere, and Mentimeter. ☐ Gamification Go to www.menti.com ☐ Reflection Enter the code 745097 Type in your name 4. Use your phone to answer the questions Resources Click on "Sign up" (upper right-hand corner) Click on "New presentation" For more information Enter name of presentation Click on "Create presentation" Janette de la Rosa Ducut, Ed.D. Choose a slide type Enter a question and answers Training Director University of California | Risk & Safety Training Click on "Present" when ready (951) 827-6303 | janette.ducut@ucr.edu | http://training.ucr.edu 9. Direct participants to follow instructions on the screen

Identify the incorrect sentence:

- Implement and maintain the Injury & Illness
 Prevention Plan
- Conduct a hazard assessment to minimize/reduce hazards. Provide safe equipment. Establish SOPs and plans.
- Inspect the work area and correct unsafe work conditions.
- 4. Communicate frustrations. hazards
- Investigate injuries, prevent recurrence, and report serious injuries / fatalities to Cal/OSHA.
- Keep records. Document activities.

Add the missing sentence:

Ensure training is completed specific to an individual's job

Gamification



- Choose
- Find (discover)
- Match (drag & drop)
- Sequence
- Compare & Contrast
- Capture
- Eliminate



- Turns
- Competition
- Timer
- Reward & Risk
- Chunking
- Chance
- Achievement
- Avatar



- Audio (verbal/sound)
- Visual (colors)
- Animation (character)
- Correct / Incorrect
- Hidden states
- Background changes
- Progress bar

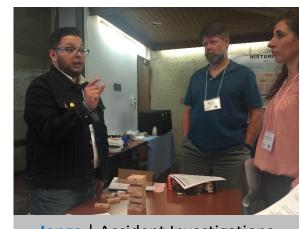
Gamification

Application of game elements and design to non-game problems.

Gamification



- Use interactive games and toys.
- Build in competition and rewards



Jenga | Accident Investigations



Legos | HAZWOPER



Jeopardy | Emergency & Fire Safety



Pools | Chemical Decontamination

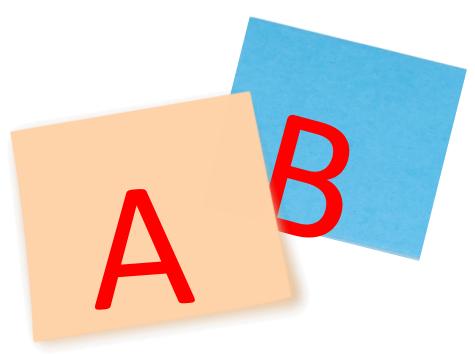
Audience Response Systems

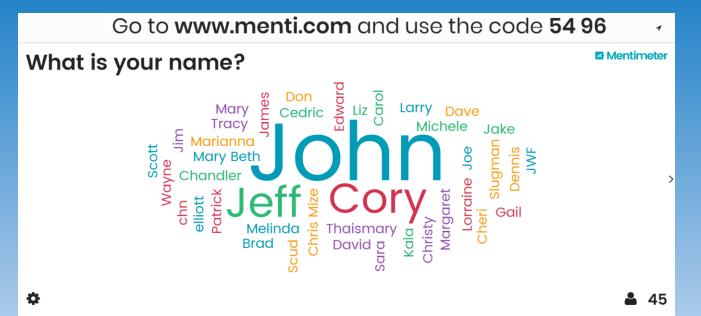
Mentimeter

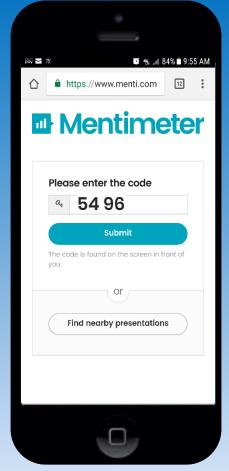
Kahoot!

Poll Everywhere

Voting Cards











Zappar

INSTRUCTIONS



1. Launch "Zappar" app



2. Press "Zap" icon

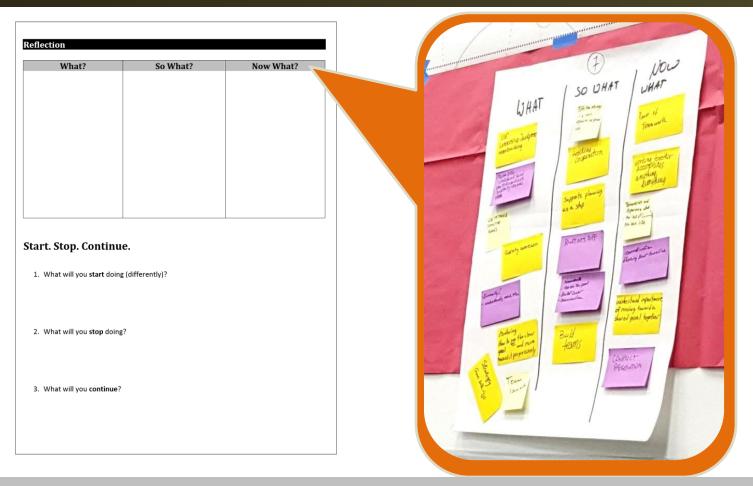


3. Point camera at images

Use phone to scan "Safety First" handout



Reflection

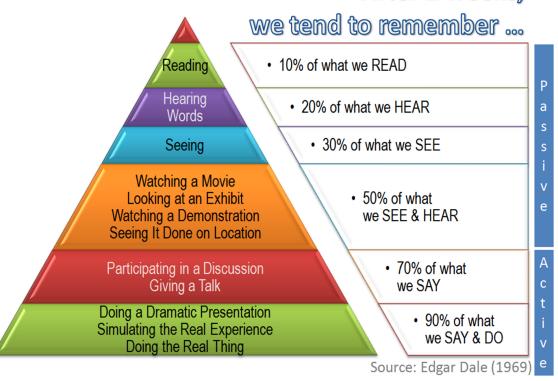


Encourage people to be the producers of knowledge, not just the consumers.

UNIVERSITY OF CALIFORNIA Training & Education Center of Excellence

How we learn

After 2 weeks,



Cone of Learning

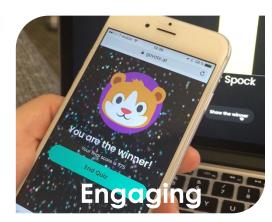
Summary

Remember to create compelling presentations that are:











Develop training programs that include

Needs assessment

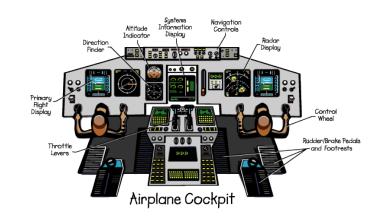
Training Matrix

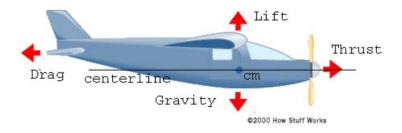
Records

Roster / Sign-in sheet

Evaluation

Course evaluation form





Design courses using

Instructional design

- Objectives
- Assessments
- Materials

Visual design

- Theme
- Design
- Font
- Images

Assessments

Observation is the best form



Create compelling presentations that are

Emotional

- Tell a story
- Show a video

Eye-Catchy

- Picture superiority effect
- Add images and minimal text

Engaging

- Questions
- Comparison
- Gamification
- Reflection

Fun and Interactive