

## Ready-to-Use Virtual Class Activities

### A Hands-On “How-To” Workshop for Virtual Presenters & Trainers

Are you looking for ideas to create interactivity and engagement in your virtual classes? Would you like your participants to be more involved in their learning? Would you like to creatively use collaboration tools for dialogue, discussion, and interaction?

In this 3-hour hands-on workshop, you'll gain new ideas and a fresh perspective on using virtual classroom platform tools. You'll leave with several ready-made activities that can be immediately put to use in your own classes.

Specifically, you will learn how to:

- Open your virtual classes with immediate engagement
- Increase participant interaction using virtual platform tools
- Apply ready-to-use activities to your own virtual classes
- Draw on slides and whiteboards as a way to promote interactivity
- Use video streaming via webcams to build rapport with remote attendees
- Gather input from learners using status indicators and other tools
- Manage breakout rooms for small group discussions and activities
- Design learner-centered interactions into your virtual classes

### Delivery Details

The program...

- can be facilitated either in-person or live online.
- uses your preferred virtual classroom platform so that participants experience its interactive tools (Zoom, WebEx, Adobe Connect, GoToTraining, or MS Teams\*\*)
- includes an electronic handout and resource links for further independent study.
- models engaging design and delivery techniques so that the participants can experience online interactivity.
- is led by an expert facilitator (Cindy Huggett) along with her virtual producer who assists with technical details (online sessions only).
- has no more than 15 participants per program offering when facilitated online.
- may not be recorded, but instead requires live online participation.
- requires each learner to log on individually from their own computer or device for the hands-on experience.

