# Six Virtual Design Tools: Empower Instructors, Engage Student, and Build Performance Support

- Presentation by David Yakonich, Sr Transformation Consultant, National Nevada Security Site
- Delivered Tuesday, March 15, 2022

## **Design to Inspire Instructors**

 Design tools can include: using voice and ton, standing while delivering, using silence and reflection, and sharing analogies

## ■ Tool 1: Help Students SEE the Narrative

- SEE = Story, Experience, and Examples
- Five-Step "Facilitating With Story" (from StoryTraining: Selecting and Shaping Stories That Connect by Hadiya Nuriddin)
  - 1. Come up with a story that supports your main point
  - 2. Develop your story's focal point.
  - 3. Plan a timeline for your story.
  - 4. Structure your story and build it with attention-getting details.
  - 5. Deliver the story in the most commanding style.
- o Reflect on four sources to identify Experiences (from Stories at Work by Wade Jackson)
  - 1. Your professional career: What significant events shaped your career over the years?
  - 2. People in your life: What person has had the most beneficial influence on your life?
  - 3. Events in your life: What significant occurrences have affected you, for good or ill?
  - 4. Your values: What reinforces or undermines your values?
- Ask for an Experience
  - 1. "Who else have had an experience when you ...?"
  - 2. "Who can share an experience when...?"
- O Set up an Example. Provide a scenario and leave it open.
  - 1. "What will you do next?"
  - 2. "What will you say?

## Tool 2: Ask the Right Questions

- Ask open ended questions
- Start with "what" and "how."
- o Include multiple questions to your facilitator guide.

## **Design to Engage Student**

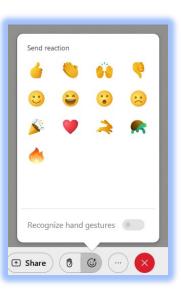
Design tools can include: using polling, game and simulations, annotation tools, and whiteboarding.

## Tool 3: Start Chatting and Keep Chatting

- Use good opening questions:
  - 1. "What are you expecting during today's training?"
  - 2. "What burning questions would you like answered today?"
- Use chat to help students come back from break:
  - 1. "What is your favorite season and what do you like about it?"
  - 2. "Where was your favorite vacation?"
- Ask good closing questions:
  - 1. "What is the one key take away that you are leaving with?"
  - 2. "What are you planning on doing differently after the training?"
- Post the questions or instructions in chat after instructor shares it verbally.

## ■ Tool 4: Encourage Reactions

- Reactions are the status indicators that you and students use to indicate feelings and readiness.
- Use Reactions at the beginning of your training.
  - This could be part of your warmup activities or an early exercise. For example, "How are you feeling? Show it with a face emoji."
  - If you introduce Reactions at the beginning and have them start using them, this will become a regular feedback mechanism
- Use reactions to indicate they are ready.
  - Use if you are sharing your desktop or need confirmation.
  - Instead of asking someone to come off mute, have them use a reaction like "give me a thumbs up if you are ready" or "give me a thumbs up to confirm you can see my screen."
- Use Thumbs Up or Thumbs Down to encourage all learners to respond.
  - Use this approach to pick a side, "click Thumbs Up if you agree or Thumbs Down if you disagree" and watch the reactions in your participant panel.
- Use emoticon to encourage appreciation for a response.
- Use Speed Reactions to provide regular feedback on content.
  - You can check for your pace or understanding using the turtle to slow down and rabbit to speed up
  - Slow down = "Please explain more"
  - Speed up = "I understand. Move on."



## **Design to Build Performance Support**

Design tools can include: using job aids, resources, and participant materials. Partnering with SMEs/co-instructors, producers, and use of students can be tools for building performance support.

## Tool 5: Create Participant Materials

- Provide effective materials instead of blank page, slides from training deck, or the generic 3slides per page handout generated from PowerPoint handouts.
- Detailed outline of slides as handout (this handout is an example of summarizing the contents if a 56 slide deck into a three page handout given after the training session).
- o Brief outline of content + key graphics with space for notes on the bottom.
- o Model or diagrams without labels where students complete as instructor walkthroughs model.
- Fill in the blank sheet.
- Checklist Summaries of the content framed.

#### Tool 6: Empower Students to Support Instructor

- This tool is especially useful for those instructors who do not have a producer. Here are some clever ideas to empower students to support instructors.
- o Chat Leader: Chat Leader reviews the chat responses and summarizes content.
  - Call on a Chat Leader.
  - Set expectations: They have a different role in the chatting exercise.
  - Chat Leader reviews the chat responses and summarizes content.
  - They need to pay attention and use analysis and identify themes.
- o Reactions Leader: Reactions Leader monitors the reaction count and identifies key responses.
  - Call on a Reaction Leader.
  - Set expectations: They should count the different reactions to a question.
  - Reactions Leader share the most responses or the different type of reactions for a given question.
- Whiteboard Roles: Assign Students as a Scribe or Debrief Leader.
  - Call on a Scribe. Set expectations: They should annotate the whiteboard with key discussion points.
  - Call on a Debrief Leader. Set expectations: They should prepare to recap a discussion using what is on the whiteboard and key insights they captured separately.
- Poll Leader: Reads the questions and options, reviews poll results, and identify key take aways.
  - Call on a Poll Leader.
  - Set expectations: They should read questions and options and take poll themselves.
  - When you close the poll and share the results, the Poll Leader reviews and share take aways.