

TRAINING FOR TRAINERS.

TRAINERS SKILLS WORKSHOP

Nov. 2017

IRELAND.

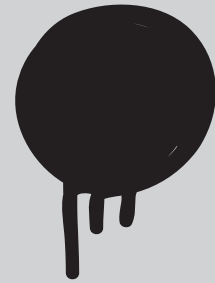



SALTO-YOUTH
TRAINING AND COOPERATION
RESOURCE CENTRE



① ENJOY YOUR TIME AND HAVE FUN
NO ONE WILL JUDGE YOU

② IT'S ALL ABOUT CONTENT...



③ TAKE CARE OF OTHERS
AND USING YOUR OWN
TO MOVE TO WHATEVER



PLACE YOU CAN BEST CONTRIBUTE
AND/OR LEARN.



RICH

A MIX OF

HANDWRITING DRAWINGS
SHAPES & VISUAL ELEMENTS

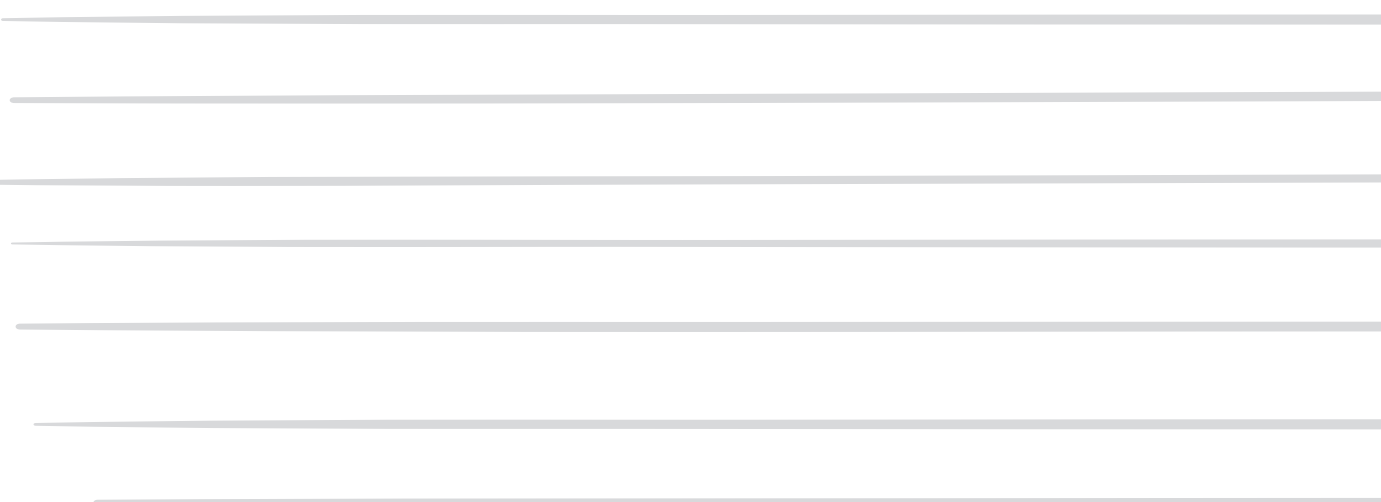
CREATED FROM

FOCUSED ON

BIG IDEAS.

TALKS/PANELS/EXPERIENCES...

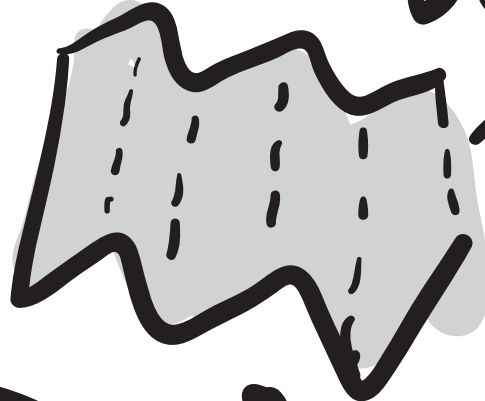
NOT ARTS...



CODING
VERBAL
&
VISUALS

IMPROVE
MEMORY

BUILDING A
MAP



{ ← → }

KEYS TO
LISTENING

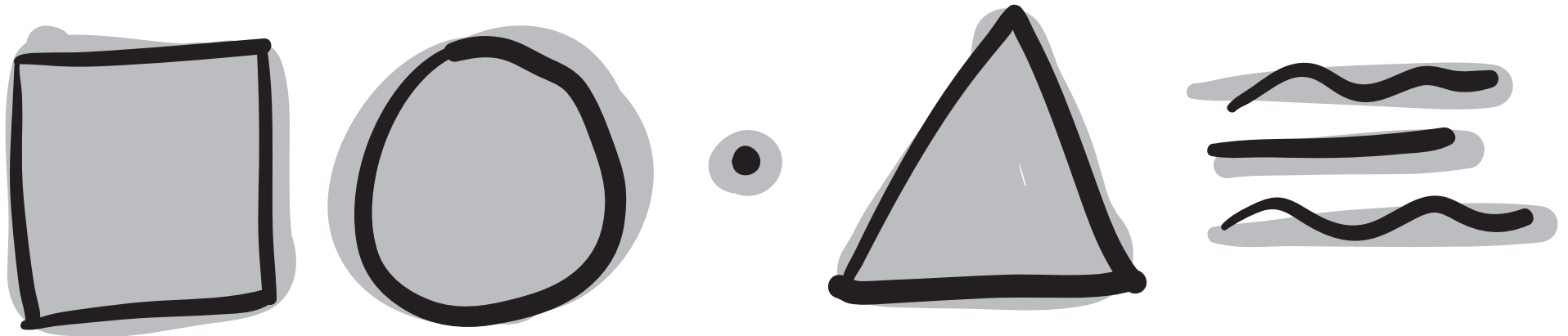
FOCUS

YOUR ATTENTION

ELIMINATE · IMMERSE
DISTRACTIONS · IN THE TOPIC



5 BASIC ELEMENTS + 1





TITLE

TYPOGRAPHY..

DIAGRAM & DRAWINGS

HANDWRITING



DIVIDERS



ARROWS



BULLETS

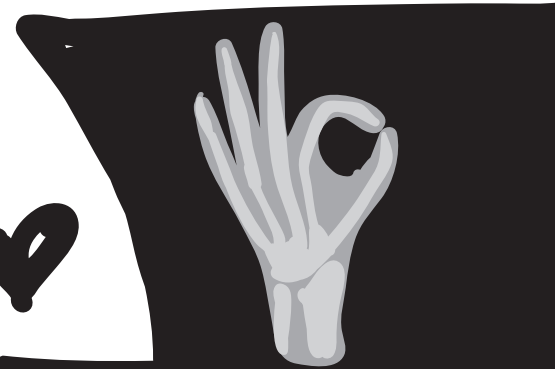


CONTAINERS

ICONS



SIGNATURE x



HIERARCHY

● MAIN **TOPIC**

HEADLINE

SUBTOPICS

ADD DETAILS TO
HL'S MEANINGS

DESCRIPTIVE TEXT ≈

• BULLETS

FLOW

SET THE
CONTEXT

Bold
ALLCAPS

1. 2. 3. NUMBERS

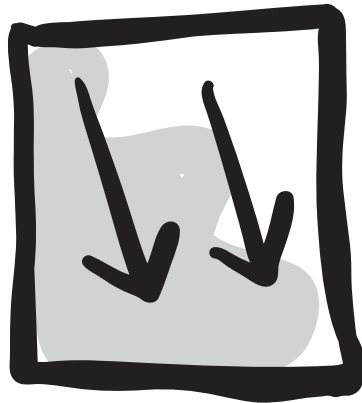
* * → ! ? ICONS

xx HUMOR

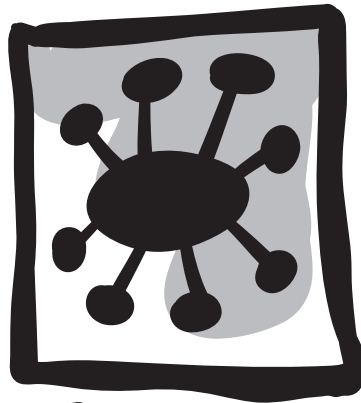
HAVE
FUN!



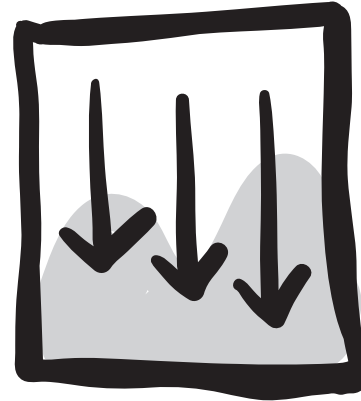
VISUALIZATION PATTERNS ...



LINEAR



RADIAL



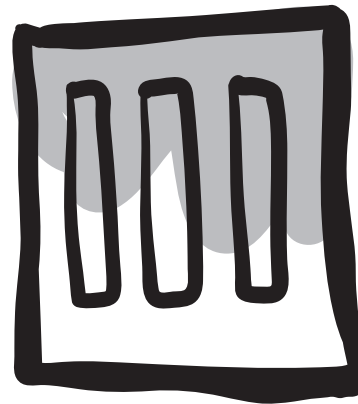
VERTICAL



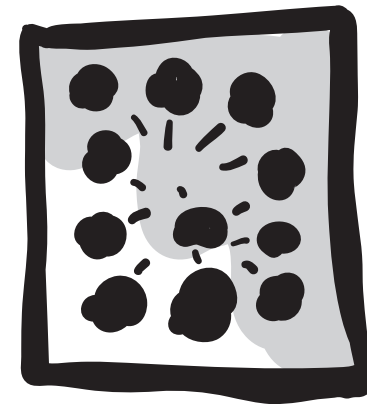
JOURNEY



MODULAR



LIBRARY



POP-CORN

LETTERING

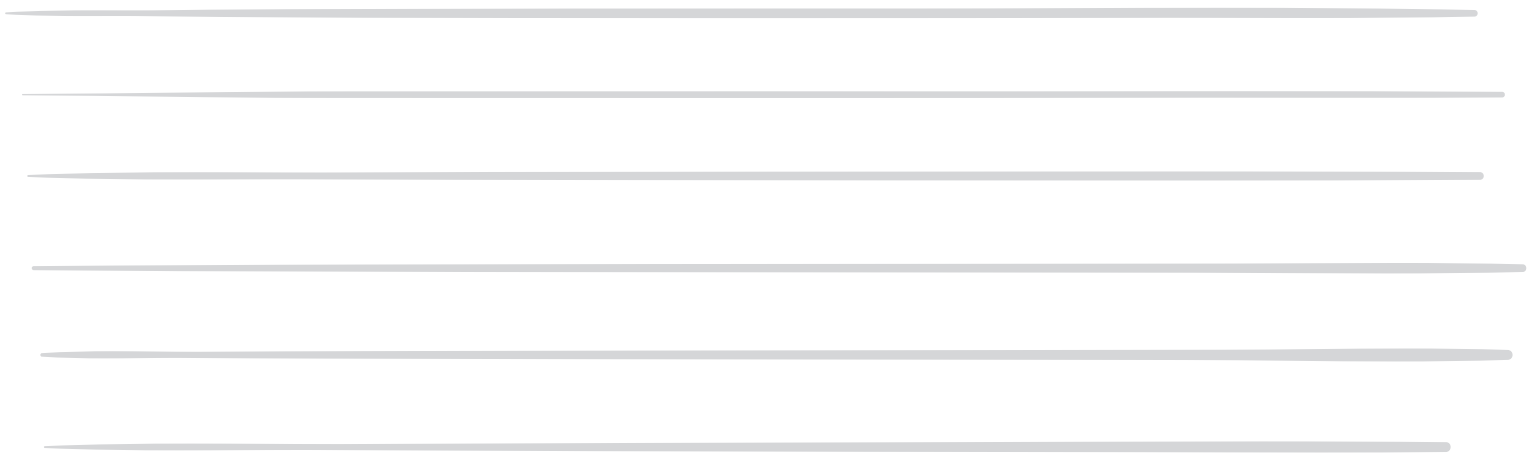
ABCDEFGHIJKLMN OPQRSTUVZ

ABCDEFGHIJKLMN OP

ABCDEFGHI

abcde fghijklmnopqrstuvz

ABCDEFGHI



1LINE
ABC

CARTOON
ABC

3D
ABC

2LINE
ABC

TATOO
ABC

3LINE
ABC

ROMAN
ABC

AIR BOMB
ROAD EGGS

LIQUID

SNAKES SPICE

TRAIN TRUCK

SPACE CHEESE

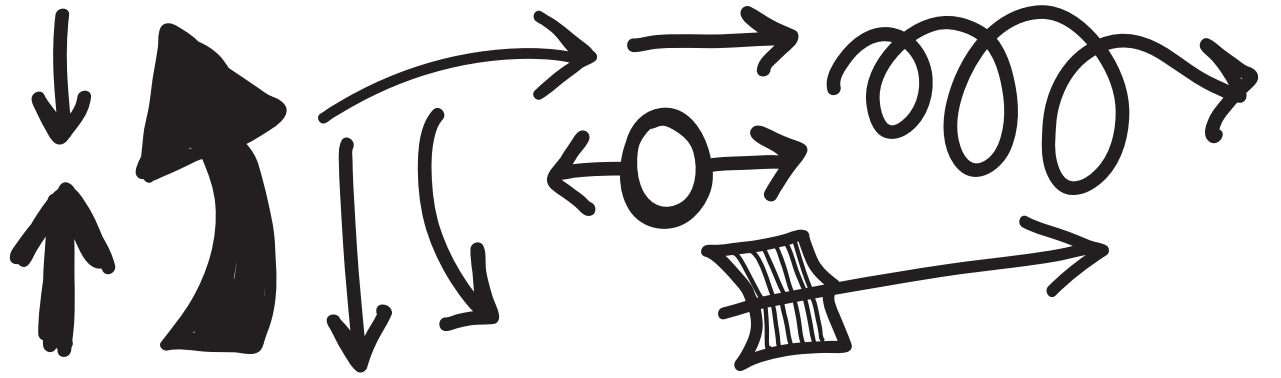
Bullets

* Q V O * X
□ - // .

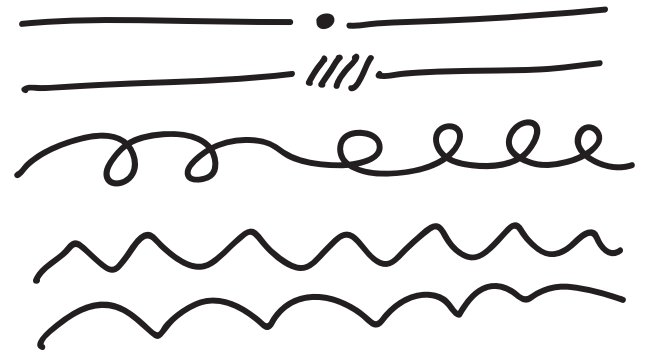
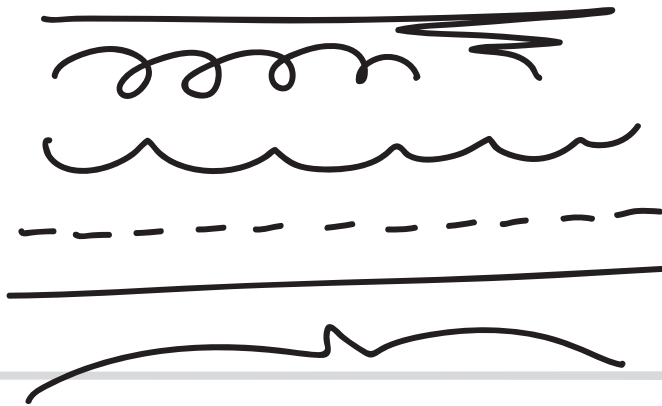
Icons

√ * ♥ © ℓ ?
👁️ ☕ ! 🎯 🍎

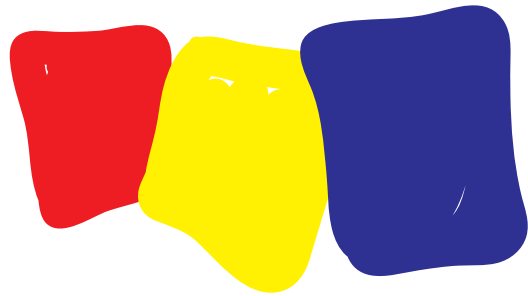
• Arrows.



Dividers.



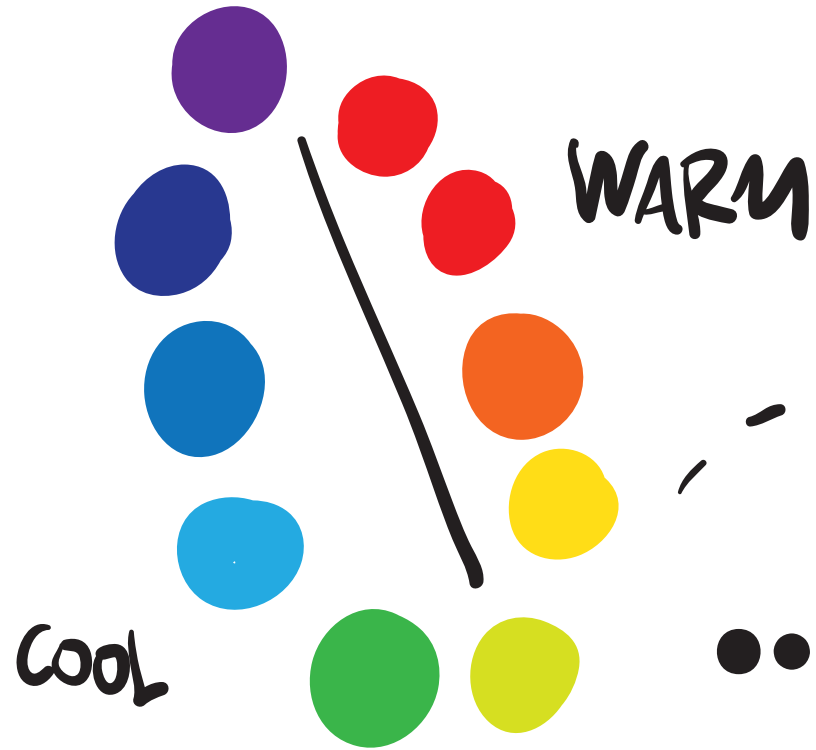
Colors.



PRIMARY



SECONDARY



... WWW.GOOGLE.COM

COLOR THEORY...

BODY 'N' FACES.





• EMOTIONS. •



TALK
THINK
REFLECT
RETHINK

LANGUAGES

ORGANIZE

PROBLEM

DEAD LINE

OPEN MIND

INTEGRATE

WORLDWIDE VISION

UNFORMAL



GO SLOW

CONVERSATION

GROWTH



LOOK

BIONATURE

BALANCE..

ASTROLOGY

SMELL

TAKE CARE

GEOLOGY

TRAINERSPEDIA

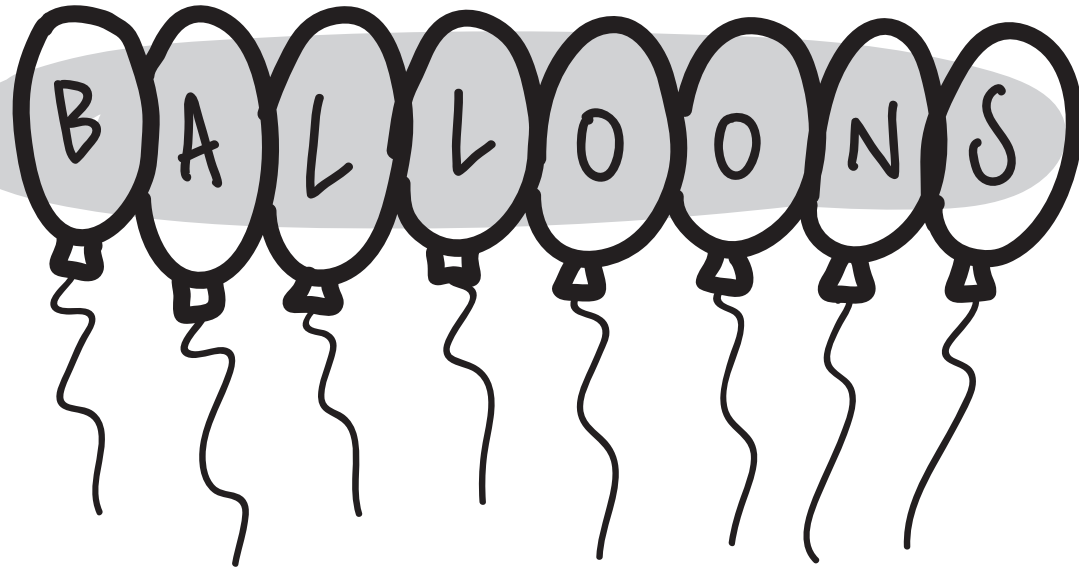
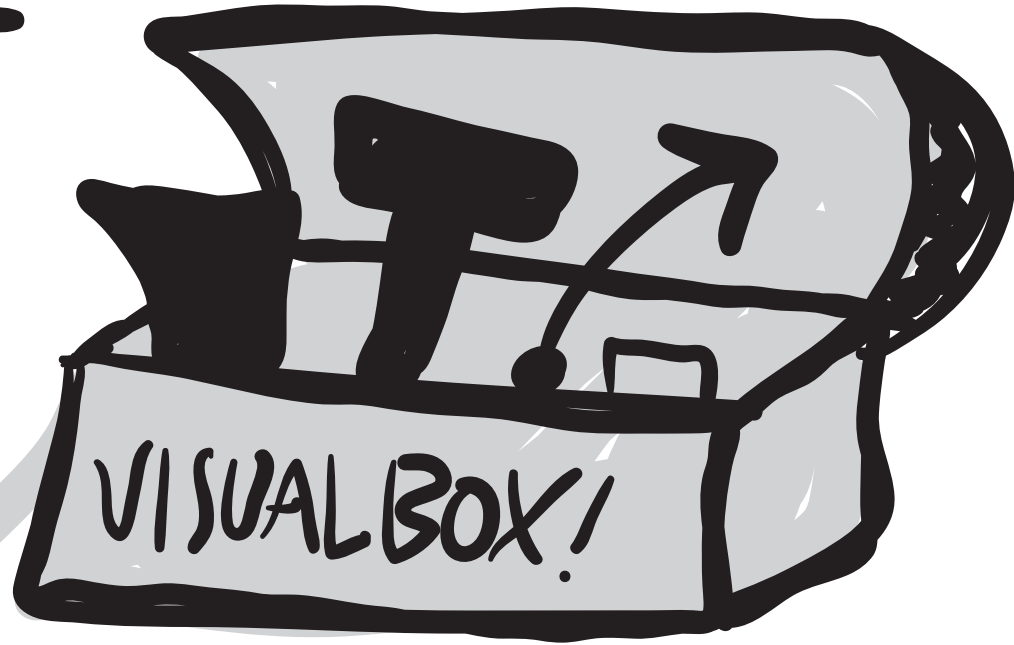


METAPHORIZE ACTIONS

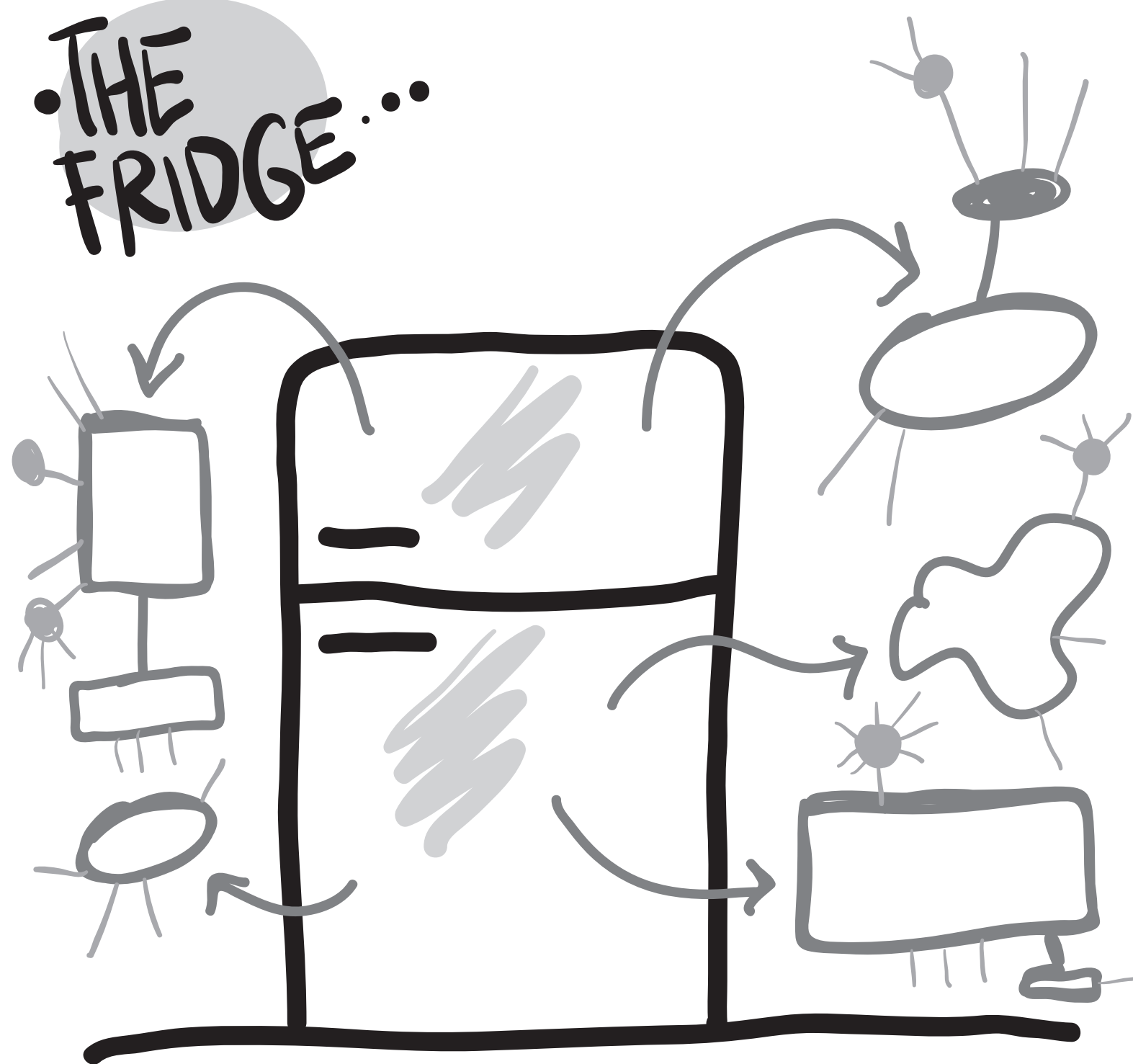
↓
"4x COMPETENCES"

.....

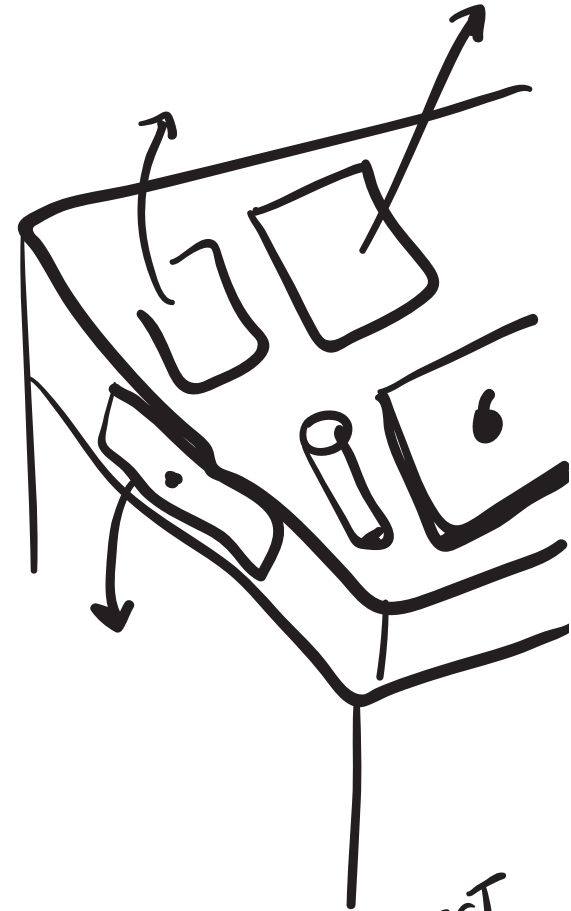
YOU GOT
YOUR



• THE FRIDGE...



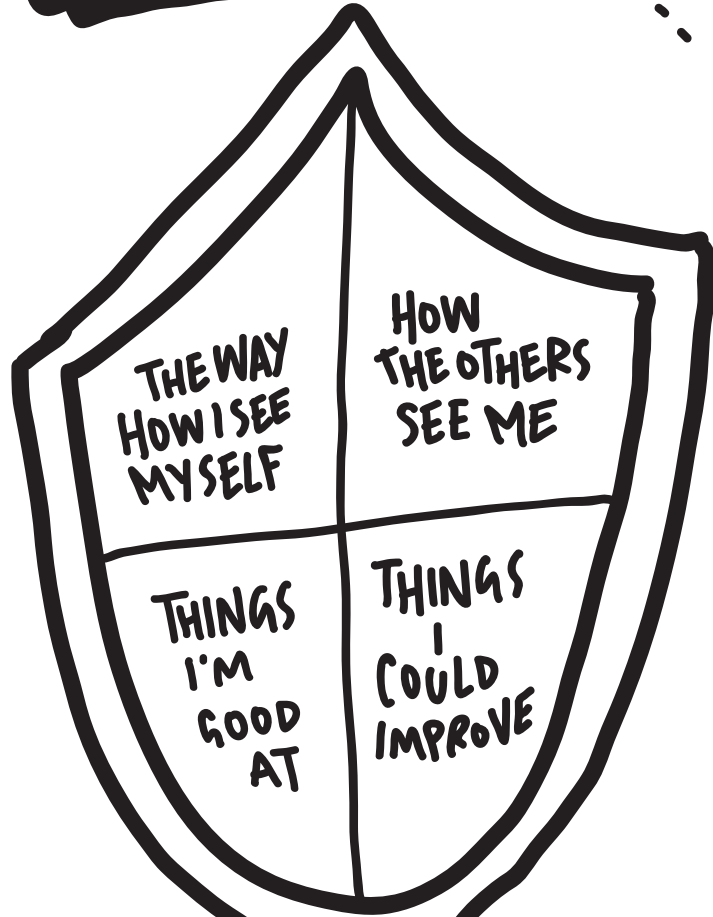
• VISUALIZE
YOUR
DESK



• "SYNTHVVISUA" CONNECT

ARALDICA...

WHO I AM



EXPECTATIONS

• KNOWING • + EXP



WHAT I BRING WITH ME / ALREADY HAVE



WHAT I WANT TO PUT IN MY...

SYNT+EXP+KNOWING
#TSWDUBLIN

PEOPLE I'D LIKE TO MEET/KNOW



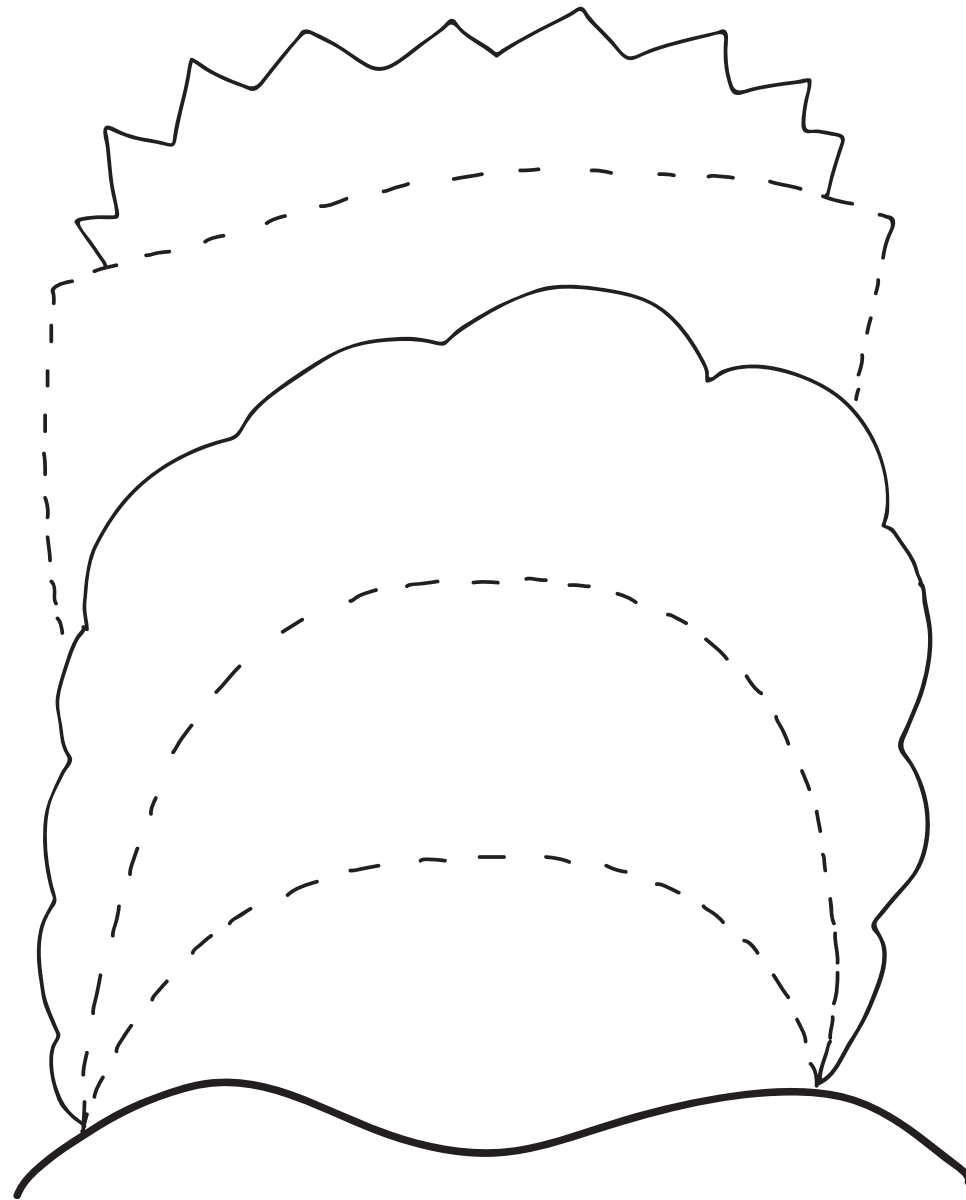
ACQUITANCES

COLLEAGUES

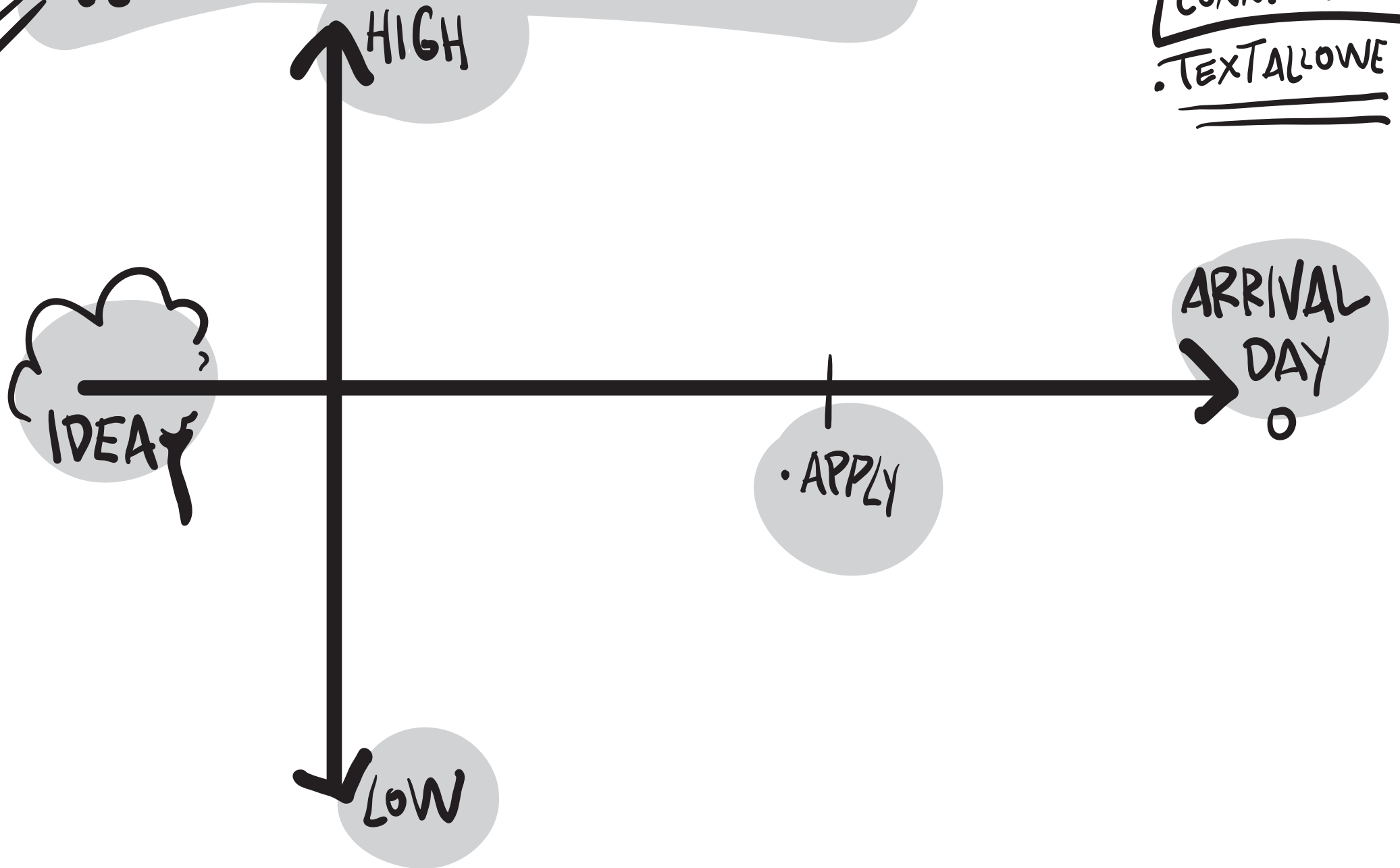
FRIENDS

FAMILY

PERSONAL NETWORK

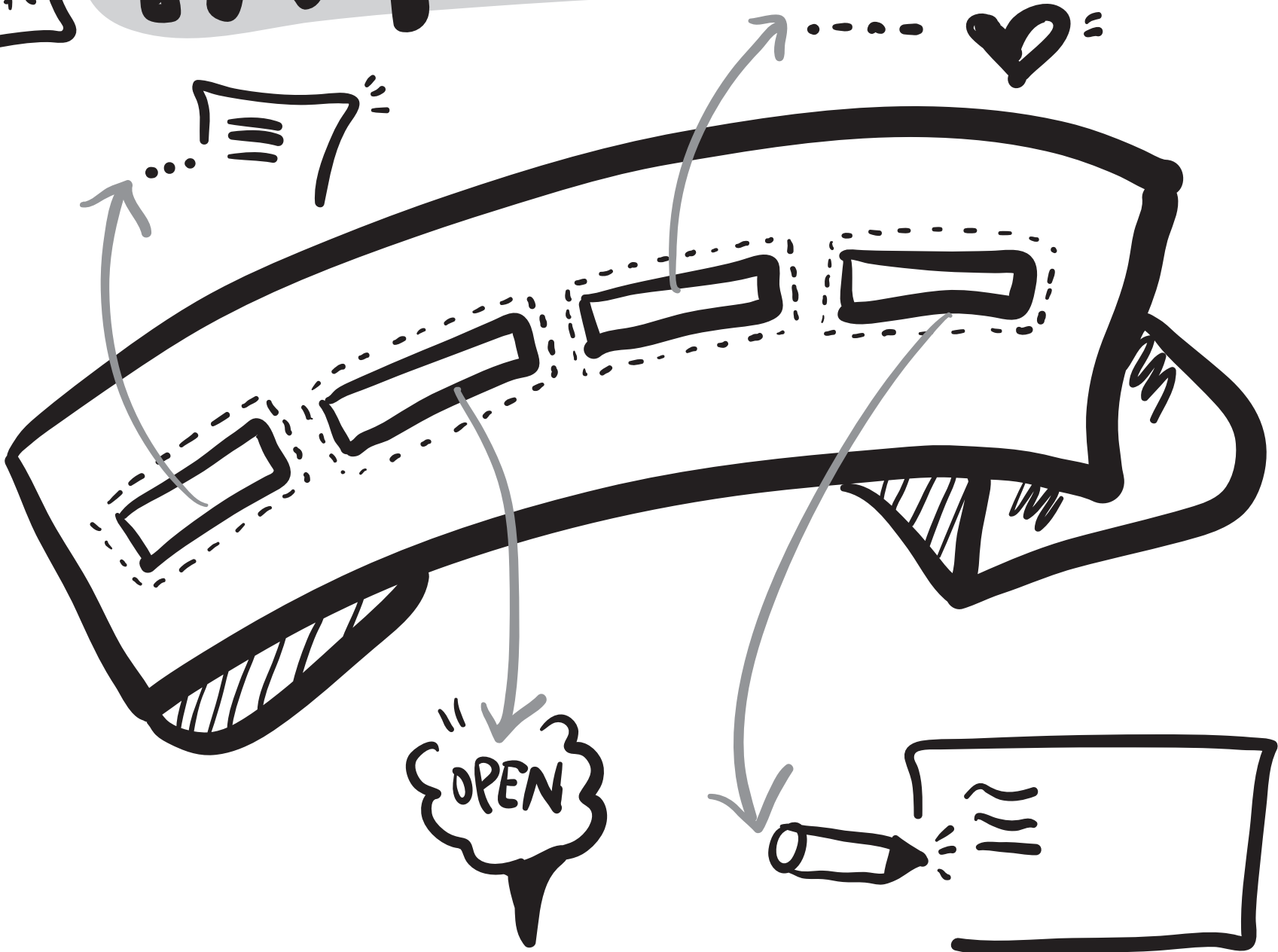


PROJECT TIMELINE



*SYNT+
VISUA

TRAINER'S TOOLBELT...



SUPERHERO TRAINER

IF YOU HADA POWER...
WHAT WOULD IT BE??

APPLICATION:

WHY

WHAT GIVES YOU
SUSTAINIBILITY?

WHAT'S YOUR BACKGROUND...



PAST CHALLENGE

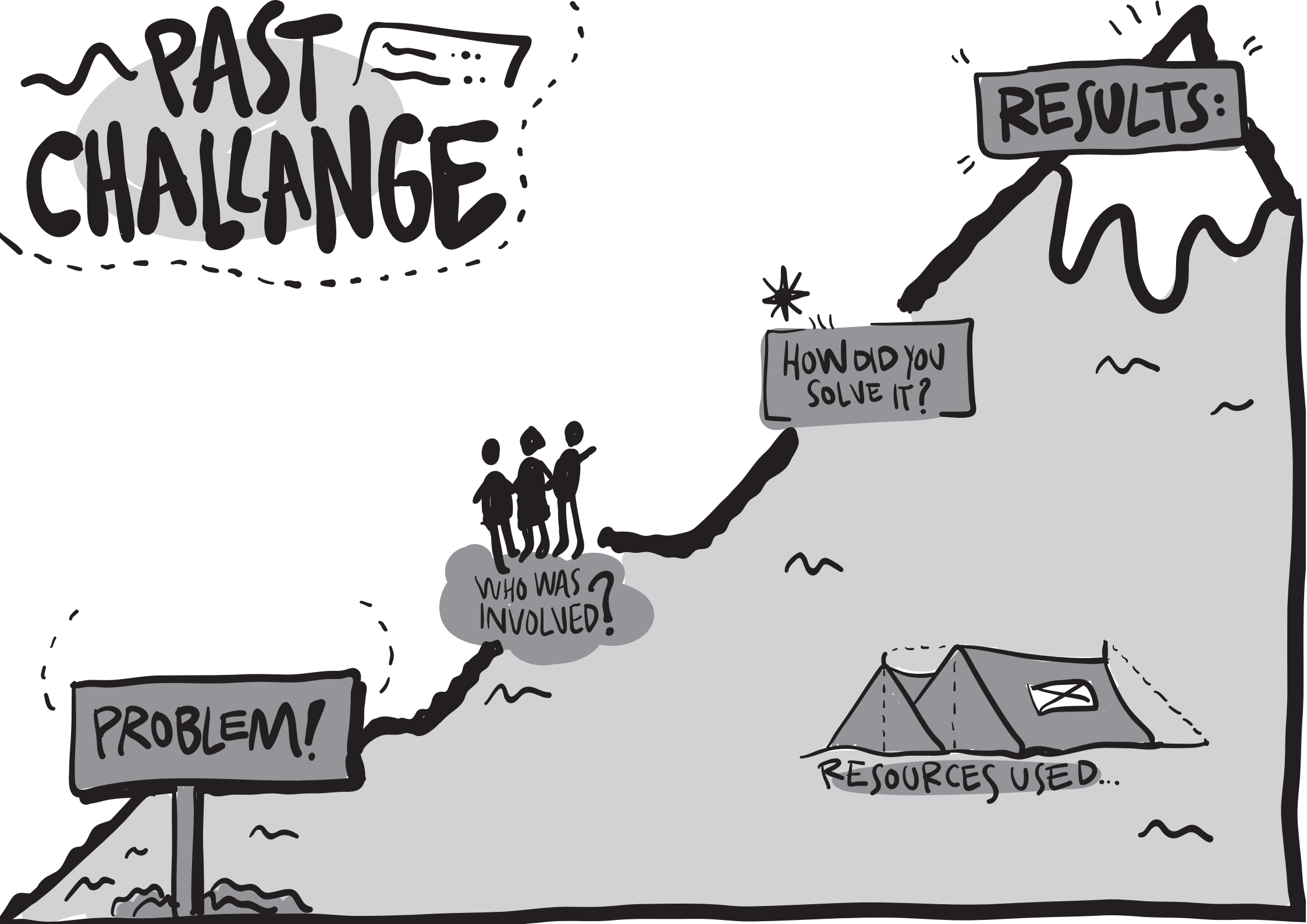
RESULTS:

HOW DID YOU SOLVE IT?

WHO WAS INVOLVED?

PROBLEM!

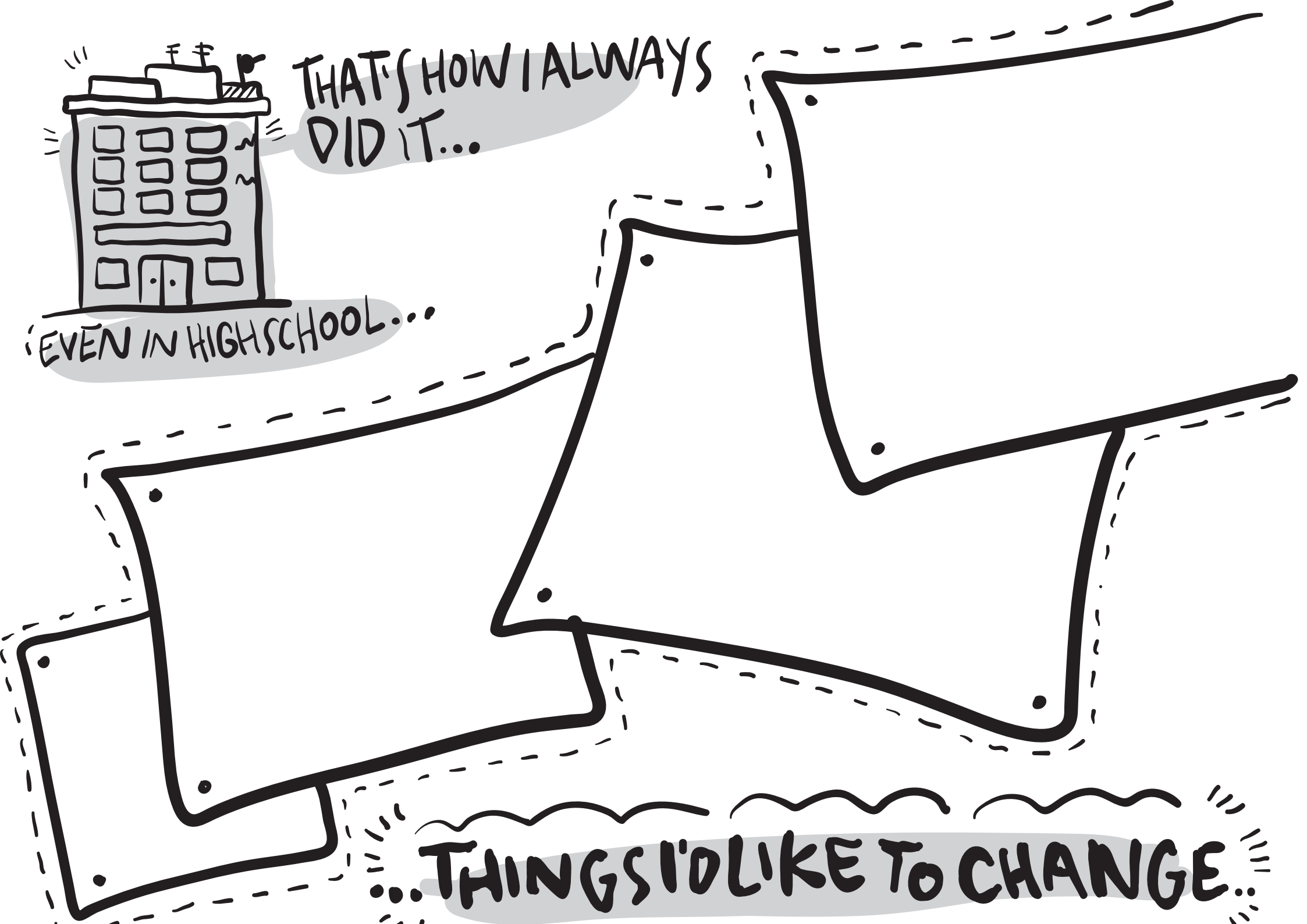
RESOURCES USED...



THAT'S HOW I ALWAYS
DID IT...

EVEN IN HIGH SCHOOL...

THINGS I'D LIKE TO CHANGE



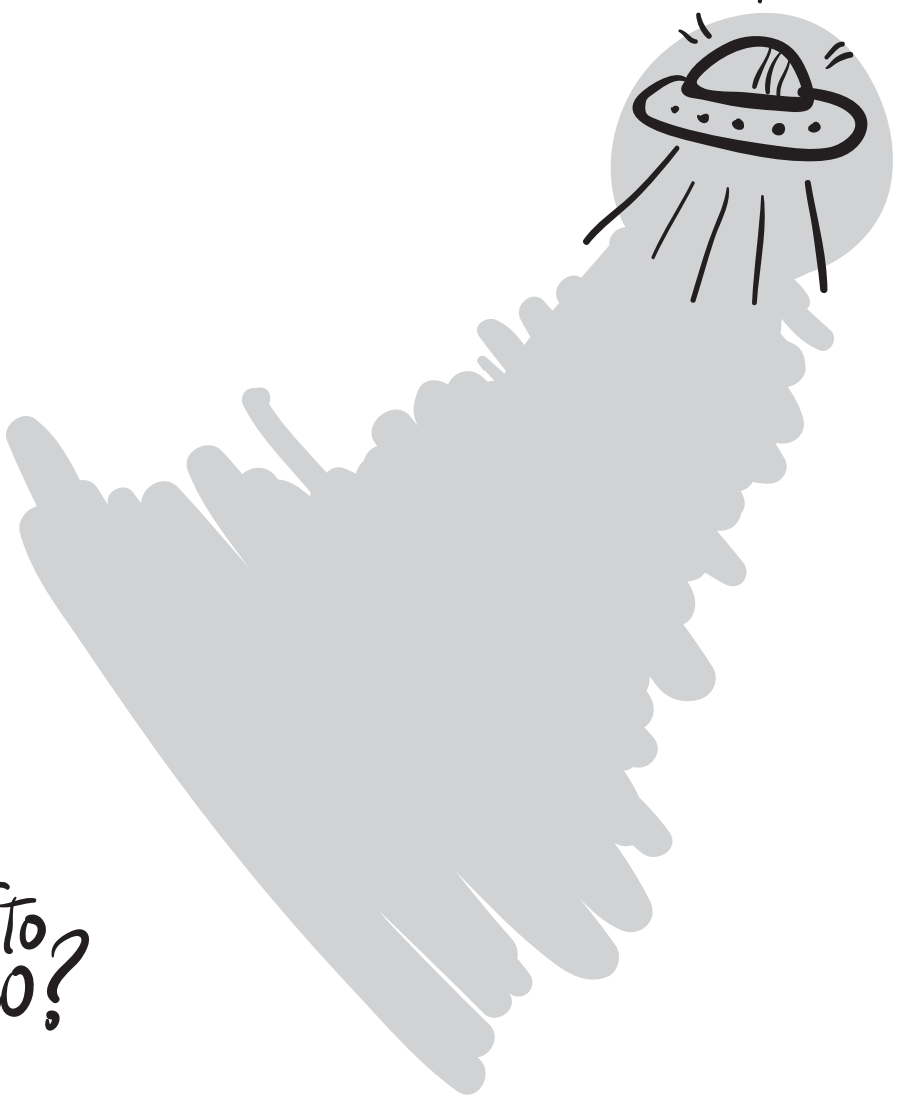


IF THIS COMPETENCE WAS A...

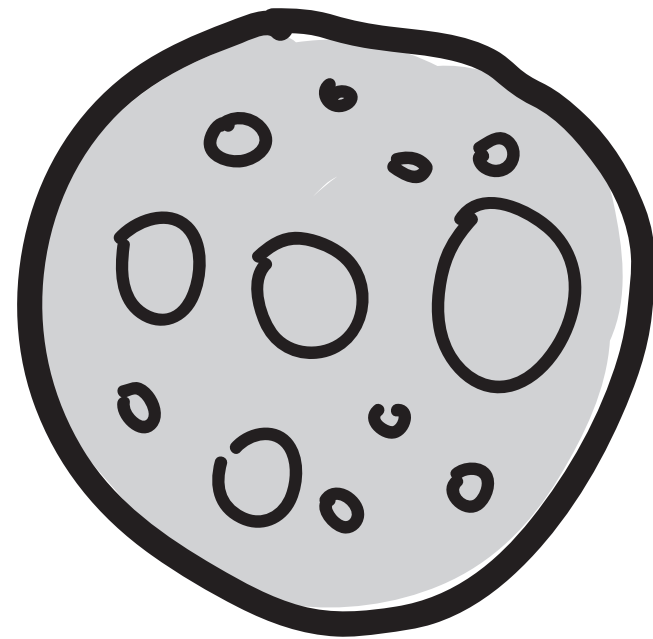


WHY?
SPEED?

WHERE WE
WANT TO
GO?



DREAMING * YOUR PERFECT... TRAINING...



TOPIC...



WITH WHO...



**EU COMMON
VISION**



REFLECTIONS TEMPLATES

CREATE A MODULAR GR:

• GOOD

• BAD

• COULD BE BETTER

• LEARNING CHECKPOINT



Design Thinking for trainers.

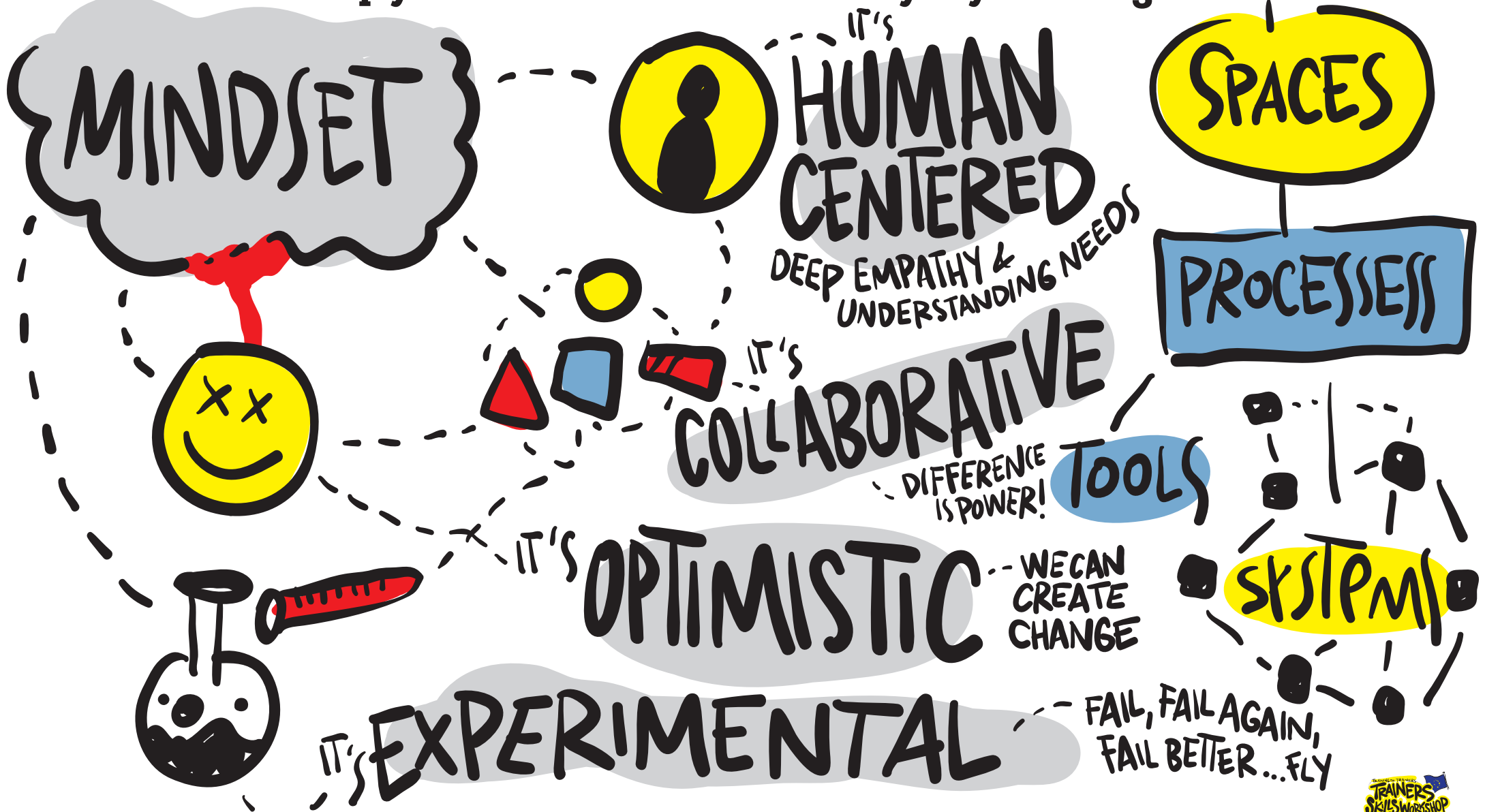
SALTO-YOUTH
TRAINING AND COOPERATION
RESOURCE CENTRE



The DT Toolkit

This toolkit can help you create solutions for everyday challenges.

You can use DT to approach any challenge.



The DT Process

It's a structured approach to generating and evolving ideas.



YOU'RE A DESIGNER!

CREATIVE

STRATEGIC

IMPACT TO CHANGE!

LISTEN TO YOUR AUDIENCE... DESIGN FOR THEM!

EMBRACE YOUR BEGINNER'S

NOVICE APPROACH

LET YOURSELF LEARN

EXPERIMENT...

? NO RIGHT ANSWER

BREAK YOUR ROUTINE!

STEPPING OUT OF YOUR ZONE OF COMFORT = LEARNING!

USE THE



COLLABORATE!

MOVE... LOOK...

OPEN MIND



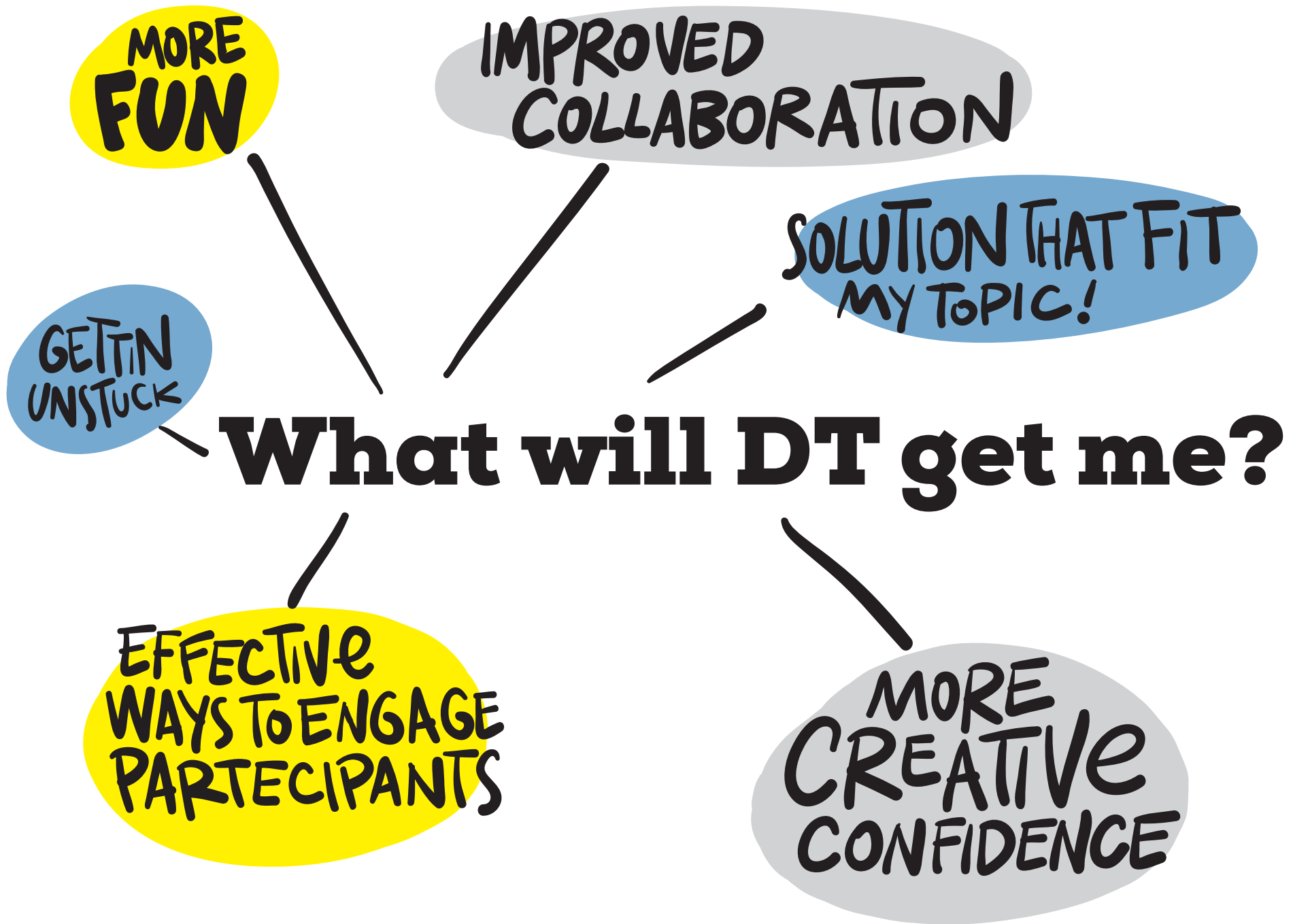
PROBLEMS ARE OPPORTUNITIES



BELIEVE...

WHAT IF...





DEFINE THE PROBLEM

FRAME THE PROBLEM.



LIST TOPICS... KEEP IT SIMPLE...

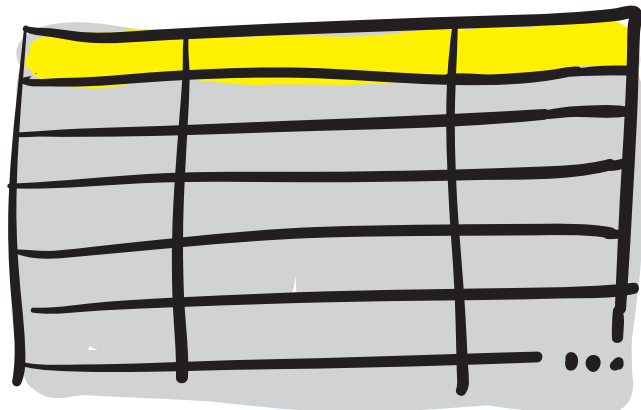


DEFINE OF SUCCESS...



WRITE A BRIEF

CREATE A PROJECT PLAN



!.. DISCOVER...

DEFINE WHAT YOU DON'T KNOW



DEFINE YOUR AUDIENCE



SHARE WHAT YOU KNOW

REFINE PLAN

PREPARE YOUR FIELDWORK



SKETCH TIMELINE

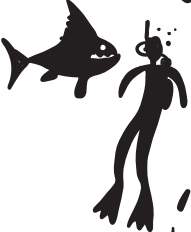
VISUAL N
VISIBLE

CONFIRM PLAN
ASSIGN ROLES

PREPARE EQUIPMENTS

OBSERVE

IMMERSE IN THE CONTEXT



EXPLORE...

TAKE NOTES

LIST ACTIVITIES

SEEK INSPIRATION

THINK OF EXTREMES



PAY ATTENTION TO THE ENVIRONMENT

LEARN FROM OTHERS...

CREATE TRUSTED ATMOSPHERE...



CONTINUOUS FEEDBACK

2. INTERPRETATION

TELL N SHARE
INSPIRING STORIES



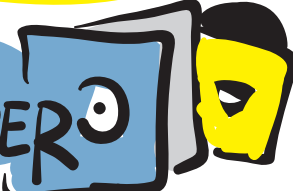
SEARCH
4 MEANINGS

FIND HEADLINES..

LOOK FOR
LINKS BETWEEN
TOPIC..



DIG
DEEPER

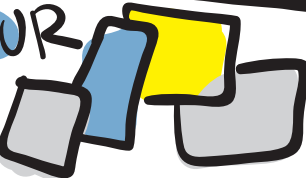


GET INPUT FROM
OUTSIDE..

ACTIVELY LISTENING



DOCUMENT YOUR
THOUGHTS



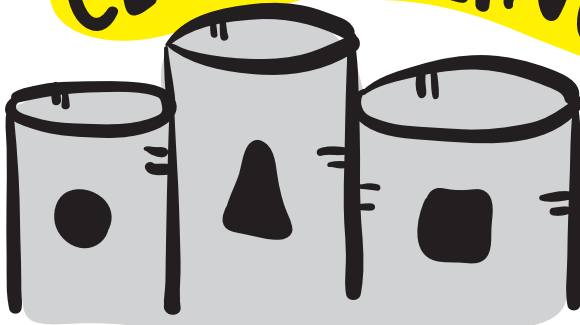
CAPTURE INFO
IN SMALL
PIECES

MAKE
INSIGHTS
ACTIONABLE!

DEFINE INSIGHT

RELATED INFORMATION..

CLUSTERIZING
THEMES..



EXPERIMENT WITH
VARIOUS
VISUALIZATION

DEVELOP
"HOW MIGHT WE"
QUESTIONS

3. IDEATION - WELL DEFINED TOPIC!

BRAINSTORMING

FACILITATOR

SPACES

MATERIALS

APPROPRIATE

PROVIDE TOOLS

DIVERSITY
WELCOME!

SELECT A FACILITATOR

KEEP ENERGY HIGH!

EXPAND
REDEFINE IDEAS
CHECK N VALIDATE...
NEWSOLUTION

BRAIN STORM

SELECT IDEAS AND SKETCH TO EXPAND!

SHARE BACK

COLLECT FEEDBACK

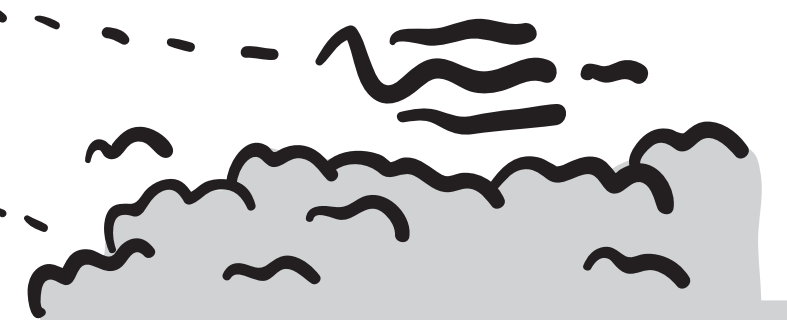
EVOLVE

CAPTURE VISUALLY

TITLE
SUMMARIZE
DESCRIBE
TEAM



BRAINSTORMING TIPS



Defer judgement.

There are no bad ideas at this point.
There will be plenty of time to narrow them down later.

Encourage wild ideas.

Even if an idea doesn't seem realistic, it may spark a great idea for someone else.

Build on the ideas of others.

Think "and" rather than "but."

Stay focused on topic.

To get more out of your session, keep your brainstorm question in sight.

One conversation at a time.

All ideas need to be heard, so that they may be built upon.

Be visual.

Draw your ideas, as opposed to just writing them down.
Stick figures and simple sketches can say more than many words.

Go for quantity.

Set an outrageous goal— then surpass it.
The best way to find one good idea is to come up with lots of ideas.

4. EXPERIMENTATION

MAKE EXAMPLES...

ADV

CREATE

STORYBOARD
OR
DIAGRAM



CREATE A STORY!

ROLE PLAY

MODEL

MOCK UP

GET FEEDBACK



PROVIDE MULTIPLE PROTOTYPES

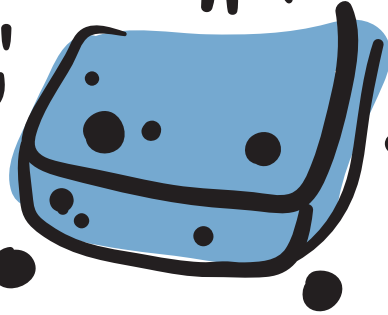
HONESTY SHARE IMPRESSIONS

STAY NEUTRAL

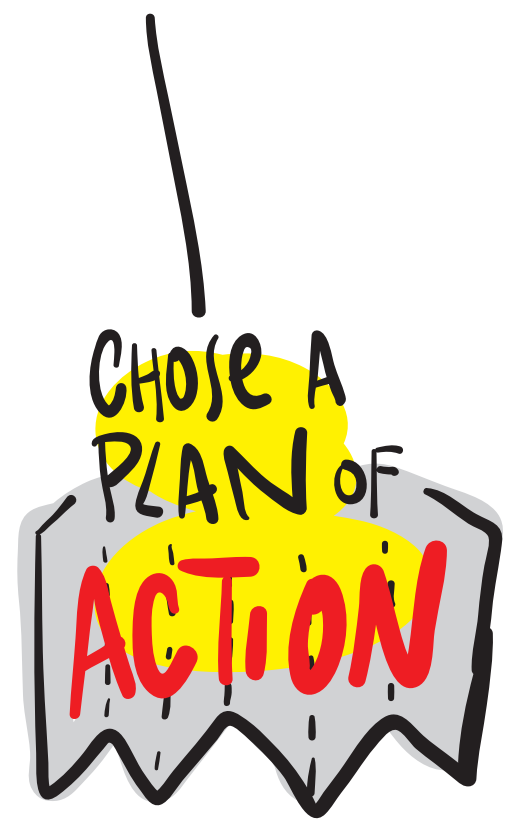
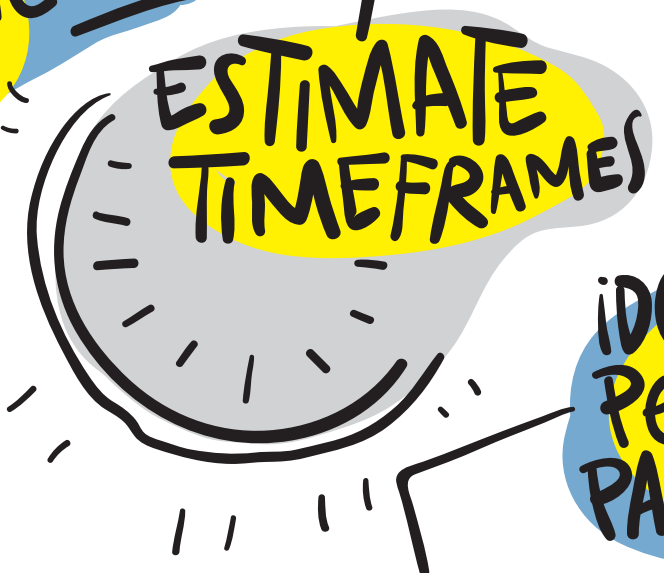
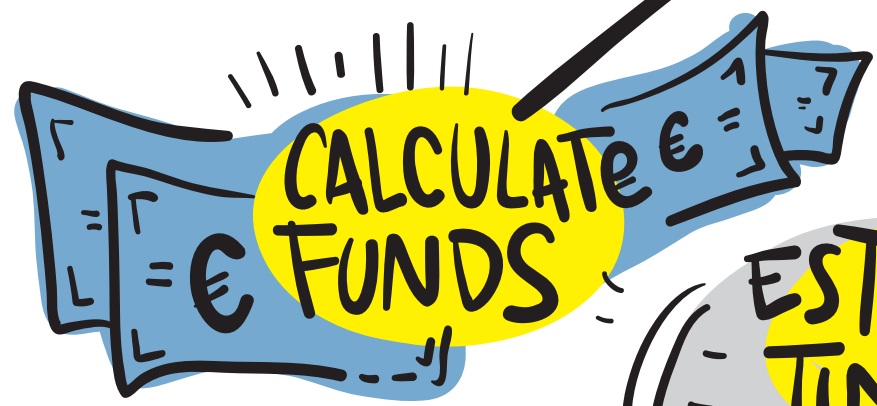
CLUSTER FEEDBACK



ITERATE YOUR PROTOTYPE...



ASK & **INTEGRATE**
IDENTIFY WHAT'S NEEDED...



5. EVOLUTION

DEFINE
CELEBRATE
SUCCESS



WHAT'S GOOD...

TRACK
SIGNS OF CHANGES...

TRACK WHAT HAPPEN

DOCUMENT
PROGRESS..

DISCUSS
EFFECT



PLAN NETX



ENGAGE OTHERS...

PITCH IT!

- LIST TASKS
- PLAN CHECK-INS



• **TIMELINE**



KNOW YOUR AUDIENCE

BUILD A NARRATIVE

HIGHLIGHT THE POTENTIAL

WHAT IF

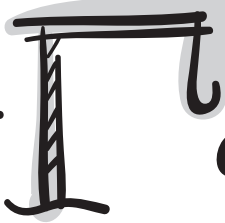
COMMUNICATE VALUE

ENCOURAGE CONTRIBUTION



BUILD PARTNERSHIPS

IDENTIFY PARTNERS...



STRUCTURE THE COLLABORATION

LEARN FROM EACH OTHER



SPECIFY YOUR NEEDS

SHARE 'N SPREAD YOUR STORY

COLLECT MEMORIES



SPREAD
CREATE MATERIALS
THAT HELP COMMUNICATE
YOUR STORY...

SHORT DESCRIPTION



BUILD A COMMUNITY...

CREATE NEW NETWORK

