## **Training procedure**

## Accelerate the learning

- The playful dimension
- Put it in movement
- Put it in action
- Put it in competition
- Reformulate it, illustrate it
- Appeal to the experience
- Training himself or herself
- Vary

## **Increase impact on participants**

- The awakening of the attention
- The interest, the listening
- The memorization
- The self-confidence
- The desire to apply it



The Prisoner's Dilemma

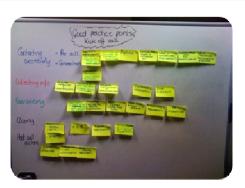
**Puzzle** 

Competition

Quiz-Show

Role plays

Workshops



**Finding Content** 

Post-It meeting

**Tests** 

Video Training

Coaching session

