

## DISCOVERY CHANNEL – AN IDEA FOR SOFTWARE AND SYSTEMS TRAINERS

*If you train software packages then you are probably all too familiar with the learner who jumps ahead, explores the features – and is never in the place where you want him/her to be at any particular time! Here's an idea for coping with this situation by giving learners time slots for exploration.*

### You need

- A sheet of flipchart paper
- Koki pens
- Pad of Post-its for each learner

### You do

- Head the flipchart with the legend DISCOVERY CHANNEL and post it up on a wall in the training room.
- Place a pad of Post-its at each workstation.
- At the beginning of the course, inform the group that learning a software package is as much a guided activity as it is a self-discovery adventure. Suggest that a useful ground rule to help each learner to get the most out of the workshop is that everyone keeps together for the learning sessions. However, if a fast learner completes an exercise quickly, s/he's welcome to explore. In addition, at intervals during the day you will announce that you're switching over to the Discovery Channel for 5 or 10 minutes – and this is open time for all learners to explore. All you ask in return, is that when a learner discovers a useful shortcut or feature, s/he writes the details on a post-it, adds his/her name, and sticks it onto the Discovery Channel flipchart.
- At the end of the course, send an email to each learner listing the points captured on the Discovery Channel.

### Variations

- Award a small prize to the best point of the course.
- Once a month, send out a summary of all the points captured in a Tips of the Month newsletter.
- Organise and publish the points on your website.
- Use the ideas as the basis for an ebook on the software to send out to all of your users.

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