

Engage or Enrage Resources!
CAPS 2022 Convention
Meet the Experts with [David Gouthro](#)

Improv

- <http://improvcyclopedia.org>
- “Training to Imagine” by Kat Koppett
- “Playing Along” by Izzy Gesell
- “Improv for Storytellers” by Keith Johnstone
- And most cities/communities have improv theatre groups, often with drop-in training

Playing Cards

- Any variety or department store carries these
- Oversize/Jumbo cards at <https://www.amazon.ca/s?k=oversize+playing+cards>

Buzzers

- Wide variety of them at <https://trainerswarehouse.com/search-results-page?q=buzzer>

Blink, Nod, Shrug

- Different ways to poll participants—no resources required!

Random Number Generators

- MANY free apps available that will run on virtually any smart phone!

Report Out

- <https://www.facultyfocus.com/articles/effective-teaching-strategies/making-the-most-of-reporting-out-after-group-work/>
- <https://anthonyweeks.medium.com/backtalk-reimagining-report-outs-and-group-shares-720305928418>

Relevant Handraising

- Only use this if you are going to use the feedback to tailor your presentation

Partner Conversation

- Paired conversations can help integrate learning
- Make them relevant and meaningful, though!

Great Stories and Storytelling

- <https://hbr.org/2003/06/storytelling-that-moves-people>
- <https://blog.hubspot.com/marketing/storytelling>
- <https://www.masterclass.com/articles/how-to-tell-a-story-effectively>
- <https://www.ted.com/topics/storytelling>

Games/Simulations

- <http://www.thiagi.com>
- <https://rsvpdesign.co.uk>

File Cards

- Available at Staples online or in store
- I prefer 4" x 6"; however, the size needs to suit the activity!

Colour Indicator

- You have a copy—easy to make and print on your own computer.
- Can be used for checking understanding, level of agreement, pacing, comfort, etc.

Competitive Spirit

- The challenge is to engage a competitive spirit with co-operative behaviour
- Gamification is hot these days. Here are several articles:
 - <https://www.growthengineering.co.uk/definition-of-gamification>
 - <https://www.interaction-design.org/literature/topics/gamification>
 - <https://uwaterloo.ca/centre-for-teaching-excellence/teaching-resources/teaching-tips/educational-technologies/all/gamification-and-game-based-learning>
 - <http://www.thiagi.com/thiagi-store/kindle-version-training-games-with-top-10-tips>
 - <http://www.thiagi.com/thiagi-store/jolts-3-activities-to-wake-up-and-engage-your-participants-pdf-version>

Case Studies-How to Write

- <https://www.wordstream.com/blog/ws/2017/04/03/how-to-write-a-case-study>
- <https://www.ringcentral.com/us/en/blog/writing-a-case-study/>
- <https://elnacain.com/blog/how-to-write-a-case-study/>

Generally Great Resources!

- <http://www.thiagi.com> with great resources for making anything interactive. My go to resource when I'm looking for something creative!
- <https://trainerswarehouse.com> for many great tools and activities
- <https://www.liberatingstructures.com> with many highly effective ways to engage groups
- <https://rsvpdesign.co.uk> great designers and providers of highly engaging activities

Audience Response Systems (real-time)

- Mentimeter: <https://www.mentimeter.com>
- Slido: https://www.slido.com/?experience_id=11-a
- ThoughtExchange: <https://thoughtexchange.com>

Picture Card Sets

- Looking@Leadership Cards: <https://www.kickitin.com/product/looking-at-leadership/>
- Ouisi Cards: <https://shop.ouisi.co>
- Visual Explorer: <https://hrdqstore.com/products/visual-explorer?variant=17118012637274>
- Make your own by cutting up magazines!