QUICK REFERENCE



Create better vILT with these key questions

As you begin to plan your next vILT, use this quick reference guide to design an experiential and interactive learning experience.

Before you get started...

Is vILT the right tool to use?

vILT is If their job was on the line, Are you planning to use vILT the right $YES \longrightarrow$ could the learner do what for activities and not for a $- NO \rightarrow$ tool for you're asking them to do? lecture from an instructor? the job! YES NO

Consider changing the learner's environment or incentives instead Consider a different tool, like eLearning or video, for this learning challenge

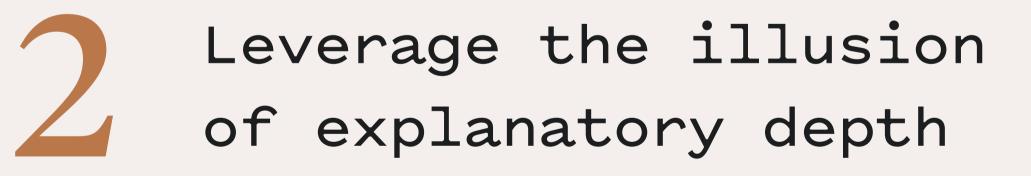
Key questions: A checklist to maximize vILT

Use these questions to inspire and guide your thinking around five practical strategies for creating better vILT.



Are you providing any instruction asynchronously?

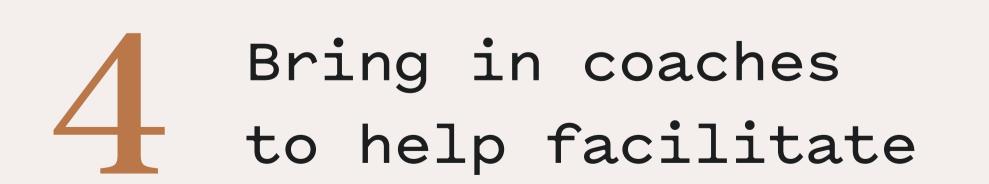
Are you using your vILT time for activities and application?



Are you having your learners attempt the final skill at the beginning of the vILT to help them come to terms with their own skill gaps?

Provide time for unstructured play

Are you building time into your vILT where learners can interact with one another to discuss the topics that matter to them?



Are you maintaining a learner-to-coach ratio that is less than 20:1?

Are you enabling coaches to use a blend of learning materials and

their own personal experiences?

Iterate. Iterate. Iterate.

Are you reflecting with your learners and coaches after the vILT session to discuss what could be improved?

Are you only making small, incremental changes so that you can pinpoint what changes did or did not work?

