

Tips to prepare a workshop

Introduction

This presentation will provide you some tips to plan a successful workshop.

It is important to remember several aspects:

- Keep your workshop interactive: a 3h lecture is not a workshop
- Keep the participants involved in the learning process
- Plan your workshop carefully
- Keep time for the unexpected things that could happen
- Prefer to work with small groups



Define the goals of your workshop

Every workshop must have a goal.

Do you need to improve your company's hiring procedures?

Do you want to teach managers how to be better organizers?

Do you need to do some team building with a newly formed team?

Many workshops are a waste of time because there's no clear goal kept at the center of the discussion. Without this clear goal, there's really no point in getting people together.



■ Decide you will attend

- Get to know who your target population is.
- You won't address the same way youngsters and seniors
- Keep in mind that some activities need to have a group divided in smaller groups

■ Choose the right venue

- Think about the logistics and practical details of your workshop when you choose the location.
- Will everyone be able to see your visual aids?
- If you need a certain technology, like videoprojecting, will the location support it?
- Are there appropriate facilities for breakout sessions?
- Will everyone be able to reach the venue?

■ Create an agenda

- It is important to have a clear agenda for you to manage properly the duration of your workshop, and for the participants to have an overview of the whole session.
- The more detailed your plan, the more you will ensure that your workshop will run to schedule – and be successful.

■ Develop a follow-up plan

- The only way to find out if your workshop was a success is to have an effective follow-up plan.
- Create a questionnaire to give to all participants at the end of the event, and give them plenty of opportunities to share their opinions on how well it went.



THANKS!

Any questions?
