



ACT-ivate

VIRTUAL TRAINING

The screen can be a constraint but good design will win over your audience.



Virtual training isn't just a backup for when budget doesn't allow to meet in person. It's a **canvas for a different kind of experience**. By leaning into the intimacy of the screen, we can **break down hierarchies** and explore the Sustainable Development Principle in ways that are messy, democratic and deeply human.

VIRTUAL TRAINING

1. **Treat the screen as a portal rather than a barrier**, designing screen first moments that turn technical constraints into creative play. Make the most of virtual whiteboarding tools such as Kahoot, Miro, Fig Jam, Lucidspark, Mentimeter, Slido, Excalidraw and Group Map to gamify your time together.
2. **The chat box becomes a high energy side stage** where every thought is valid and the quietest voices carry as much weight as the person with the mic.
3. **Use breakout rooms** to create small safe huddles where people can get into the nitty gritty. Start each one with a spark card aimed at building trust and connection.
4. **Swap high intensity fire cards with creative time outs using spark cards.**
5. **Build offscreen breathers that makes sure people step away form the screen** – task them with collecting something away from their desk!
6. **Finish with commitments – help participants to make them visual and share in ways that build connection.**

WORKS WITH



Act-ivate priorities – create a digital garden that can be manipulated by participants.

