

Teams
Complete Work
Tasks

Feedback &
Support

Trainees in
Employer's
Roles

Create
Workplace
Environment

Establish
Workplace
Behavior

Meet
Successful
People

Hard Work on Soft Skills

Bringing the Culture of the Workplace into Training

Simulation Pilot Training, October 23, 2012

Presenter: Elsa Bengel

วิธีทำคุณได้เรียนรู้เกี่ยวกับ วัฒนธรรมการใหม่หรือไม่

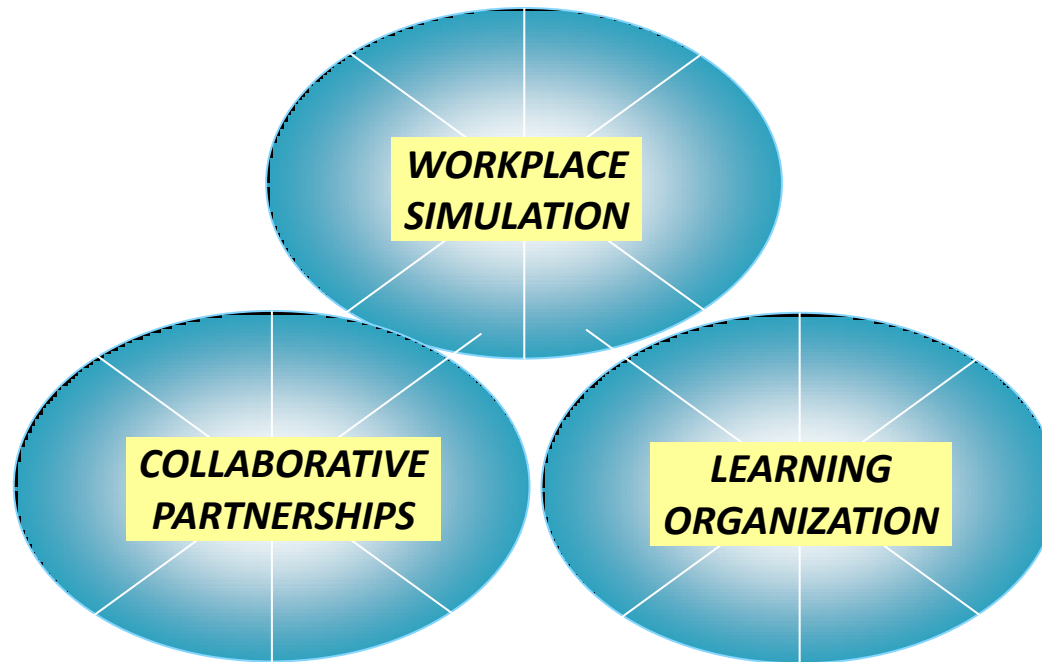
How do you learn about a new culture (in Thai)?

- ✓ 1.
- ✓ 2.
- ✓ 3.
- ✓ 4. What about the hidden rules?

Training, Inc.

Promoting Effective Workforce Development Practices

Three Essential Practices



Approach: *Creating Images of Competence*



- “ We all live out of images
- “ Images determine behavior
- “ Images are created by messages
- “ Images can change
- “ Changed images lead to changed behavior

Summary of *The Image*, Kenneth Boulding



Training, Inc.'s Use of Simulation

- 1 – Learning environment that simulates workplace
- 2 - Computer-based work simulation packages
- 3 - Interactive company simulations
- 4 - Employer internships



Creating a Culture of Work Increases Job Success!



- *Makes the Conceptual REAL*
- *Makes the Future real too!*
- *Strengthens Emotional Intelligence*
- *Provides Work Experience*
- *Accommodates Diverse Learning Styles*
- *Builds Self-Confidence through increased competence*



Training, Inc. Simulation Curriculum



- “ ***JK Distributors: a Distribution Enterprise***
- *Employee Procedures and Policy Manuals*
 - *Trainer Guidelines and Special Event Materials*
 - *Staff Training and Technical Assistance*

Work-like Tasks

- “ Work as a “product”, not assignment
- “ Satisfying customer or manager requirements
- “ Requires team to complete (often)
- “ Related to real-world goals, like finding a job



Work Team Relationships



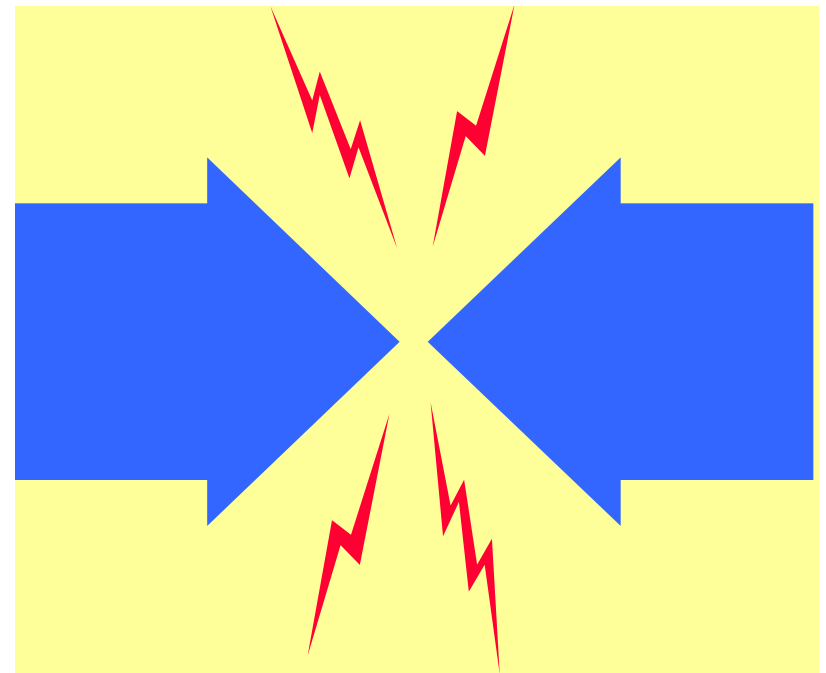
- “ Interdependent
- “ Accentuates issues: age, race, gender
- “ Manager positions change group dynamics
- “ Requires focus on human relations training
- “ Mutual Respect



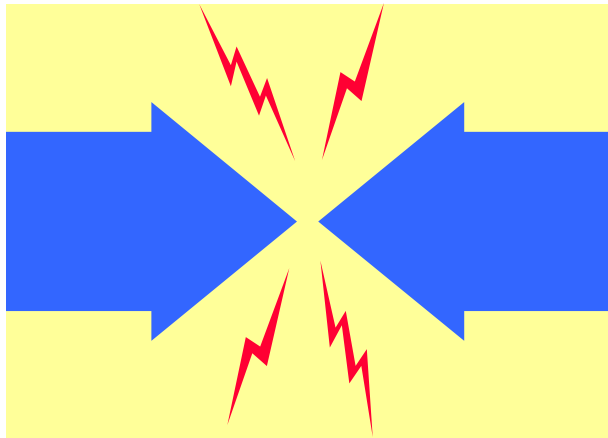
The Employer's Shoes: *Workplace Feedback*



- “ **Personal**
Consequences of Actions
- “ **Team**
Consequences
- “ **Overall Impact**
on Work Flow
and Organization



The Employer's Shoes: *Workplace Feedback*



- “ Paychecks
- “ Performance Reviews
- “ Team Goals
- “ Department and Company Meetings

Reflection Yields More Learning!



Four Levels of Questions

- “ ***Objective*** - Facts of the situation
- “ ***Reflective*** - Feelings and reactions
- “ ***Interpretive*** - Learning and implications
- “ ***Decisional*** - Actions, resolves, and next steps

Workplace Environment *Space*



- “ Creating *work vs. school* environment
- “ Can be a challenge in some settings!
- “ Modular - Team arrangement
- “ Conference rooms and workplace décor
- “ Trainees feel like “*they belong here*”
- “ Opportunity to learn appropriate behavior

Workplace Environment *Language*

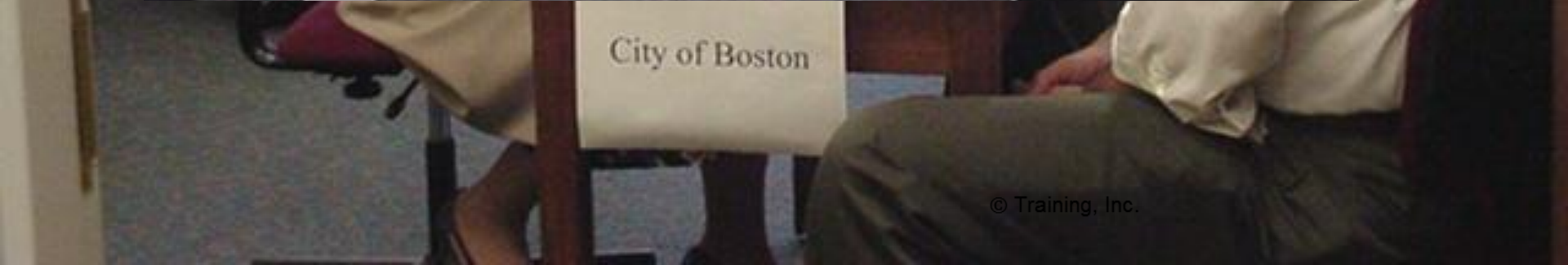
FROM

- “ *School*
- “ *Student*
- “ *Teacher*
- “ *Classroom*
- “ *Class*
- “ *Language of Home*



TO

- “ *Work/Training*
- “ *Employee/Trainee*
- “ *Manager/Trainer*
- “ *Office/Department*
- “ *Session*
- “ *Language of Work*



Meet Successful People *Volunteers In Action*

- “ Graduates
- “ Mentors
- “ Tutors
- “ Workshop Leaders
- “ Internship Hosts

- “ Advisors
- “ Committee Members
- “ Interviewers
- “ Funders
- “ Employers



Providing Support Services

Healthy Relationships

- “ Counseling
- “ Peer Groups
- “ Referrals to Community Resources
- “ Special Events
- “ Workshops
- “ Celebrations



Challenges in Creating a Culture of Work



- “ Requires change and creativity
- “ *Everyone* must make it real & take it seriously
- “ New staff roles: facilitator, coach, supervisor
- “ Trainee resistance - passive roles are comfortable
- “ Making sure every trainee wins!
- “ Making sure *reflection* happens, to know they “*get it!*”