ONBOARDING

THE FUNDAMENTALS

TEACH ON MARS

2022

Programme of the fundamentals onboarding

At the end, you'll be able to:

- **Build a training course:**
  - Create a training course
  - Manage the learner access
  - Test the training course
- **Create activities within the training course**:
  - Create a gaming activity
  - Create a mobile course
- **Administer my app:**
  - Create a learner account and edit it
  - Create a manager account and edit it
- **Create a communication**

The Teach on Mars ecosystem

## The administration platform for the managers
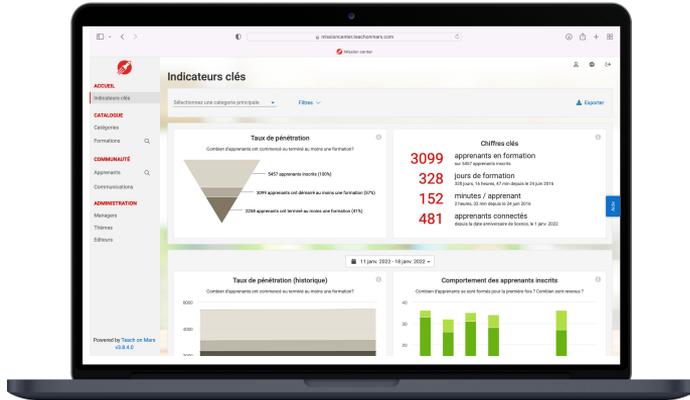
The Mission Center

The application for the learners

Client app
An unique and customised app

The training vocabulary

Category

→

Training course

→

Module

→

Activity

Games (pick a word, fill the gap…)

Mobile course

Survey, profiling

Brainstorming
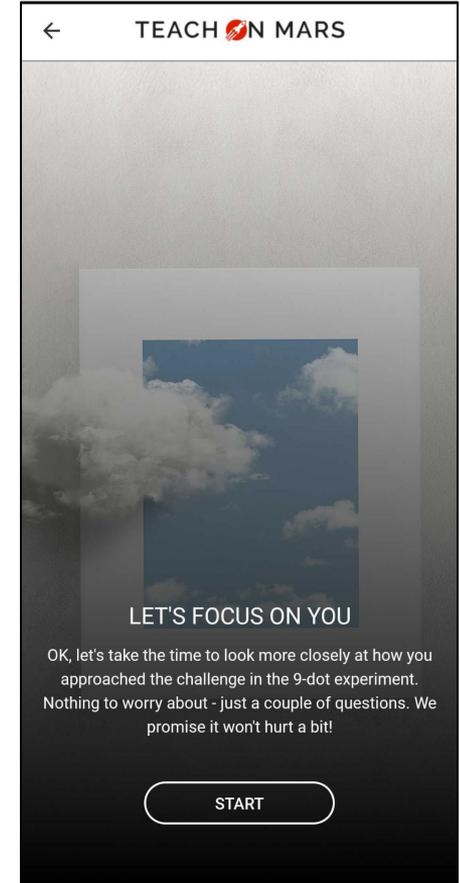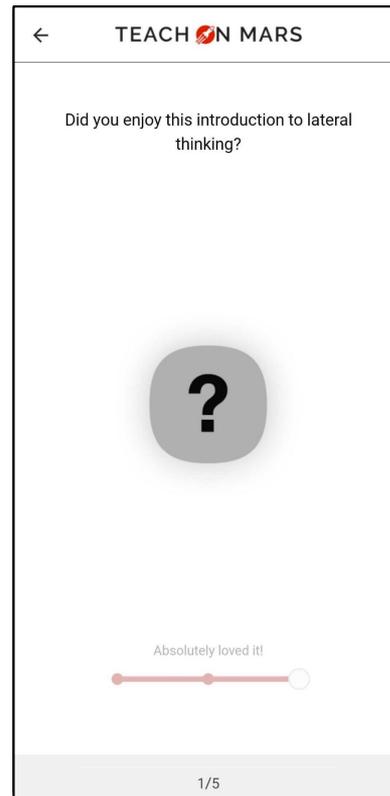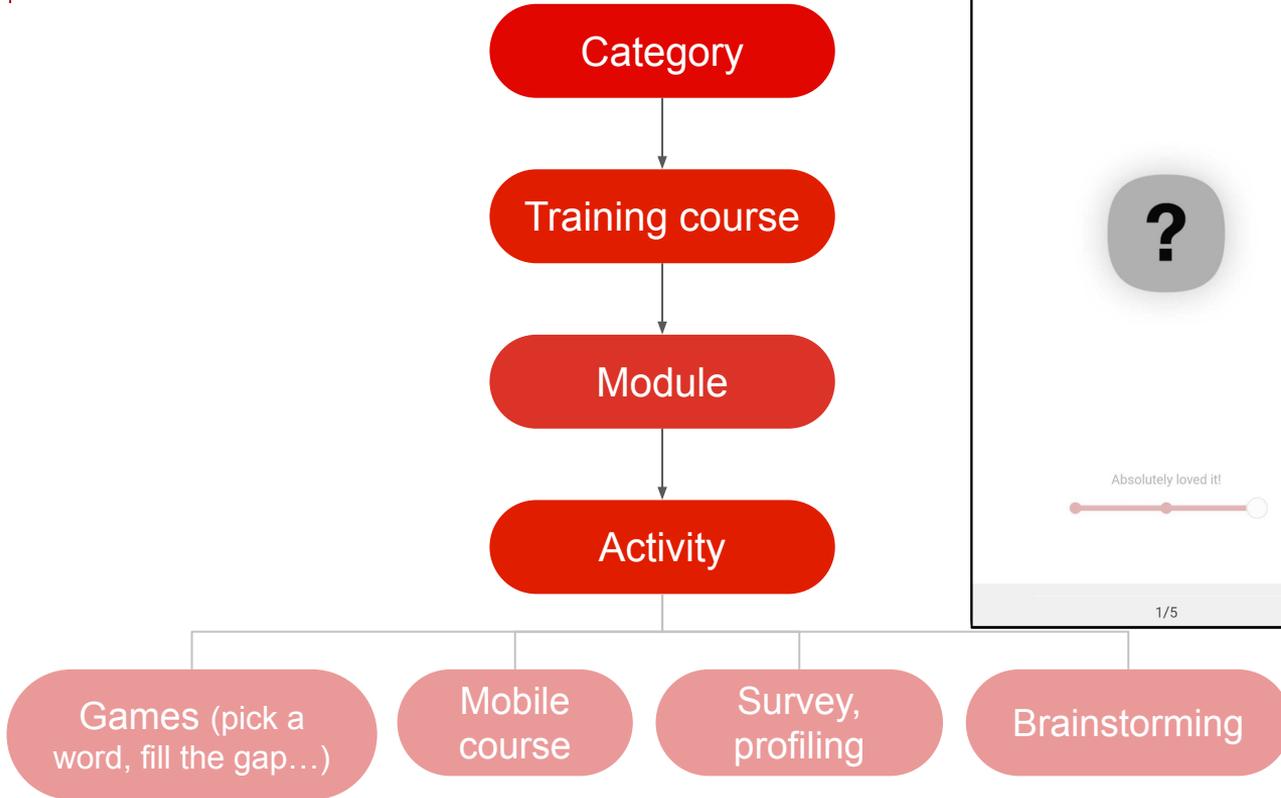
Example of a training course

The Barillo case

I'm **training manager** for Barillo, the world leader in the pasta market.

My training need: train my non-italian teams to initiate them into the italian culture (gastronomy and traditions).

My target: the sales department (France and Spain).

My training course structure

Category: Explore Italy with Barillo

Training course 1: The Italian Cuisine

T.c 2: Traditions of Italy

Module 1: La pasta

Module 2: Il riso

Activity 1: Mobile course on the different types of pasta

Activity 2: Pick a word with the pasta names

TEACH ON MARS

More learning moments. Better future.

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