



2024 National Order of the Arrow Conference

Session: The Funny Factor:
Improving Communication With Humor

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Session Length: 45 minutes

[Brief description of what your session will cover. Why should someone take this training? Your ACVC may have provided a brief starting point, feel free to edit and add to it.]

In this day and age, youth and adults both have a really short attention span -- so short that most of you probably stopped reading this description already. So how do we communicate across the diverse ranges of ages, stages, and levels of patience? Thankfully, there is an answer -- and it's where you'd least expect it: Humor.

[What should participants take away from your training? Your ACVC may have provided a brief starting point, feel free to build upon those as necessary or add additional outcomes]

1. Learn how to use humor as a tool for effective communication with various groups of people (children, adults, coworkers, etc).
2. Practice creating mnemonic devices that use the "Funny Factor"™ to increase understanding.
3. Understand the role of culture, intersectionality, and a person's individual circumstances in humor and its effect.
4. Understand the limits of when humor is useful, and when it is not.

[The theme of the 2024 NOAC is Seek New Heights, emphasizing the drive for excellence that characterizes the OA and our daily lives. How will your session incorporate this theme?]

This session emphasizes seeking new heights and excellence by giving the participants' communication a new edge, and enabling innovation that is specifically tailored to the needs of 21st-century youth (that is, shorter attention spans and higher levels of confidence). Understanding people, and communicating with

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them using shared cultural context and humor, is an effective technique to overcome any barrier in

communication.[Please put all material and facility needs in this section.We recommend completing this portion last after the rest of the lesson plan is completed. **The more specific you are with your material and facility requests, the better we can accommodate!**]

Facility Needs

Is this session remote delegate-compatible? (ie. can the material be engagingly taught via live stream) [Yes/No - Elaborate here if necessary]

Does this session need audio/video (AV) capabilities? (ie. projector) [Yes/No]

Are there any other specific facility needs for this session? (ie. movable chairs, panel-style seating, etc.) None.

Material Needs

[Please put “NOAC Training Committee” under “Source” if you need a material and cannot source it yourself - we will try to source it for you. Please note that we would strongly prefer training materials to be in a digital format and would advise against flipcharts and other physical materials. If you need microphones, extension cords, etc., please also specify those needs here.]

Material	Quantity	Source
Slide deck	1	Self
Activity card	1x/ participant	Self

[Please list all steps you or another trainer would need to take to be prepared to teach this session. For example, if the trainer needs to add personal experiences, print handouts, or prepare items for a game, those should be listed here. **The goal is for someone to be able to read this syllabus and understand how to teach your session in the future!**]

Step 1: Update presentation slides

Step 2: Understand discussion prompts

Step 3: Improvise! Build off of co-trainers and session participants.

[If you are having additional trainers assist you with your session, please fill out their contact information below. Please note that due to the conference sell-out, we are limited in our ability to register additional staff members on the training committee. We recommend that your additional trainers come from contingents or other staff members that can break from their duties to facilitate the session.]

Trainer Name	Email	Phone #

[The main body of your presentation should be here. Remember to adjust the timing for each session as you add/edit topics. **Remember, be as specific as possible - the goal is for someone to be able to read this syllabus and understand how to facilitate your session in the future!**]

Helpful Templates:

Activity

Copy and paste this box wherever you have an activity in this session!

Materials Needed: [materials]

Length of Activity: # [min]

Activity Description: [description]

Trainer Action

If at any point the trainer needs to complete an action (play a video clip, prompt questions, etc.) copy paste this box and edit this text to specify what!

Attention-Getter/Intro: Being Boring 101

1 minute

Introduce the session with the first slide, "Being Boring 101." Read the first 3 slides verbatim in an exaggeratedly monotone voice. Once you get to slide #4, pause and ask how many people are still paying attention.

Now, introduce them to the actual name of the session: "The Funny Factor: Humor in Communication."

Trainer Action

Topic 1: The Skill of Humor (Discussion)

5 minutes

- Discuss the following questions:
- What makes a joke "good"?
- What makes a joke "bad"?
- What are some examples of a time you've seen humor be used to effectively reinforce a message? What stood out to you about those examples?

Topic 2: Applications of Humor (Lecture)

10 minutes

- Display Aristotle's Model of Communication (Message, Sender, Receiver, Channel, Noise). Explain that *effective* humor reinforces the message, while *ineffective* humor is noise.
- Explain situations where humor can be used to "enhance" the message.
- Give students some basic examples and leave about 2 minutes for questions.

Topic 3: Application Practice (Activity)

15 minutes

Slides [###]-[###]

- Give students 5 minutes to write as many "useful" one-liners as they can (one-liners which carry a legitimate or useful message and reinforce that message effectively)
- After the first 5 minutes, participants engage in "speed dating" where they try to trade one-liners with as many other participants as they can in 7 minutes.
- Finally, there are 3 minutes at the end to debrief.

Activity

Topic 4: When is humor inappropriate? (Discussion)

10 minutes

- Discussion: When is it *not* appropriate to use humor?
- Answers will vary, but hopefully include situations where seriousness, lack of cultural context, or appropriateness mean humor should not be used.

Conclusion & Takeaway Challenge

3 minutes

[Each session should end with a challenge for every participant to write down key points to take with them and encourage them to reflect upon the session. The wording of the takeaway challenge will depend upon the session. For example:]

Please take out your notebook and pen. For the final three minutes, think about your current and future roles in the OA, in Scouting, and in life. Write down three key takeaways from this session that will enable you to Seek New Heights in those current and/or future roles. For example, how can you, as a leader and as a communicator, use humor to your advantage in making communication effective?. Later today, feel free to share these key ideas with others in your chapter or lodge.

[Please add all referenced sources or handouts that would be useful to share with session attendees.]

Resource	Link
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Andrew Tarvin: <i>The Skill of Humor</i>	https://www.youtube.com/watch?v=MdZAMSyn_As