MAESTRO* 101

Lesson Plan - September 30, 2021

At the end of the maestro* 101 lesson, the client and targeted users will be able to easily browse through the software and customize certain aspects of the interface. They will have had a general overview of maestro* and the options available to customers.

UnitMAES01 - Introduction

Date: Time: Trainer:

Objective	Content	Conduct	Time	Learning Equipment	Targeted Audience
The objective of this lesson is to give a general overview of the software to clients. PREREQUISITES	• Introduction to the maestro * software	Explaining and presenting maestro*	15 min	Training document MAES01	Pilot Super Users
Security.					

UnitMAES02 - Overview and Customization

Date: Time: Trainer:

Objective	Content	Conduct	Time	Learning Equipment	Targeted Audience
By the end of this lesson, the client and	 Overview of maestro*'s search and browsing tools 	 Opening the maestro* software and selecting a 	lh15	Training document <u>MAES02</u>	Pilot

¹This training document is under development.

maestro*technologies

Objective	Content	Conduct	Time	Learning Equipment	Targeted Audience
designated users will be able to customize their maestro* menu, perform searches, use the tools in the menu's toolbar, and use the shortcut keys.	Customization of maestro*'s menus and windows	company Company management in maestro* Explaining the tools of the menu's toolbar Creating a customized menu in maestro* Accessing the functionalities of recently viewed modules Understanding the menu, the modules, and the grouping of options in the different modules Learning to browse in maestro* using the shortcut keys Tips and tricks to create default research settings Performing multiple searches using various methods Explaining the different sections of a transaction window		Shortcut Keys Adding Shortcuts to Screens Training document CAP03 (structure of a transaction window)	Super Users
		Test the connection to the software Create a customized menu Put into practice what you have learned			

maestro*technologies 2