

Experiential Learning



Objectives

1. Recognize the five steps of the Experiential Learning Model.
2. Experience the model.
3. Describe how Experiential Learning applies to positive youth development.

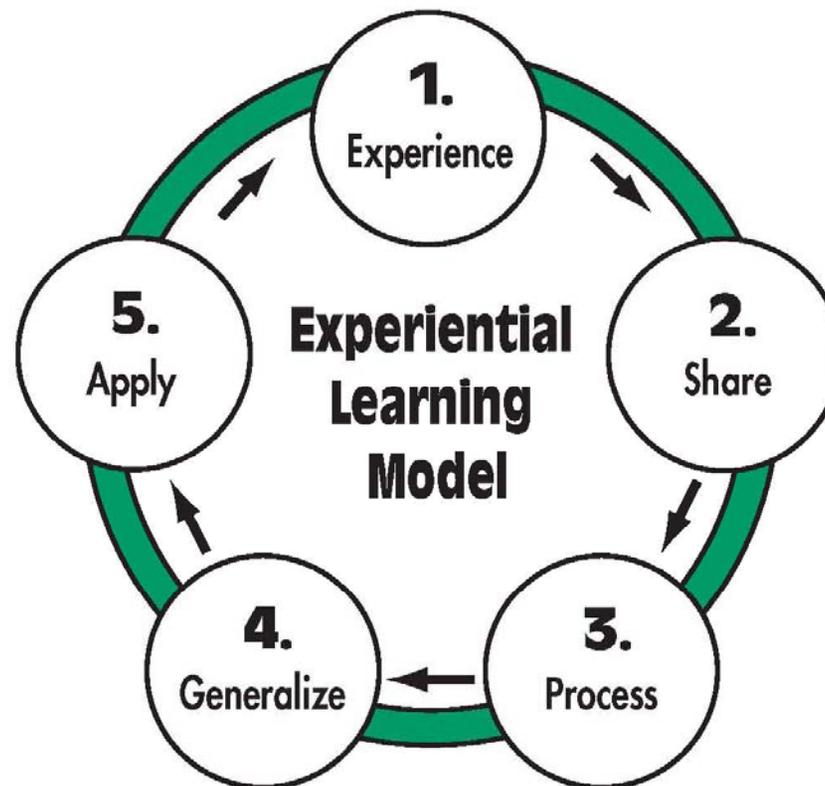


What is Experiential Learning?

- Often referred to as “Learning by Doing”
- Learner experiences a problem or activity and makes sense of the solution on his or her own
- Model is divided into five steps, and summarized into three main processes



Experiential Learning Model



Pfeiffer, J.W., & Jones, J.E., "Reference Guide to Handbooks and Annuals"
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Experience

- Engage in an activity that:
 - Is likely unfamiliar to the participant
 - Is possibly uncomfortable, pushes personal limits
 - Offers minimal instruction- let the participants figure something out before being told how to do it



Share (What happened?)

- Participants should talk about what they experienced while doing the activity.
 - Reactions
 - Observations
 - Feelings
- Encourage discussion and expression of ideas and feelings.
 - The leader should have some questions ready to aid the discussion or should bring up major points.



Process (What's important?)

- Analyze and reflect on what happened.
- Discuss how problems and issues were brought out through the experience.
- Discuss how these problems and issues were addressed.
- Discuss personal experiences of participants.
- Look for recurring themes.



Generalize (So what?)

- Find trends or common truths in the experience.
- Relate the experience to “real life.”
- Identify key items that were learned.
- Identify key terms to relate to the experience.



Apply (Now what?)

- How can lessons be applied elsewhere?
- How will the lessons learned be useful in the future?
- Discuss how behaviors and actions can be modified to improve the results, or how results can be accomplished more efficiently.



Key Points to Remember

- Ask open-ended questions.
- Encourage open and non-threatening discussion.
- Mistakes are fine - that's how we learn!



Let's try it!

- Smoking or disease can affect lung capacity and breathing
 - Breathe through a straw
 - Breathe through a coffee stirrer
- Compare the difference
- Now do this while doing ten jumping jacks!



The model at work

- Experience
- Share
- Process
- Generalize
- Apply



How does this apply?

- Youth develop life skills.
 - Learning skills
 - Decision making
 - Positive self-concept
 - Communicating and relating to others
 - Responding to needs of others

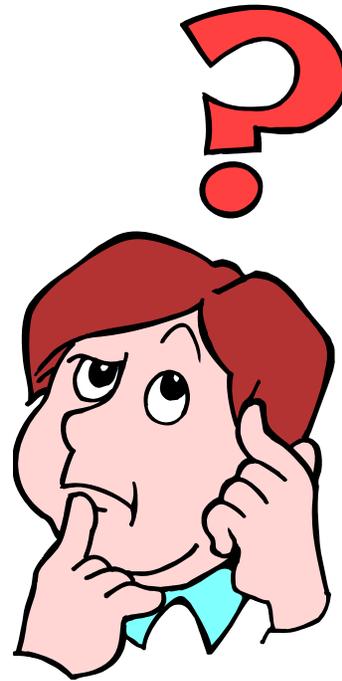


How can you use this?

- Develop programs that challenge participants through new experiences.
- Educate volunteers and parents.
- Be creative and have fun!



Conclusion & Quiz



Sources

- Diem, K. G. (2001) *Learn by Doing the 4-H Way*. New Brunswick, NJ. Rutgers Cooperative Extension.
- Koch, K. (2006) *Experiential Learning Model* slide show. Noblesville, IN. Purdue Cooperative Extension.

