

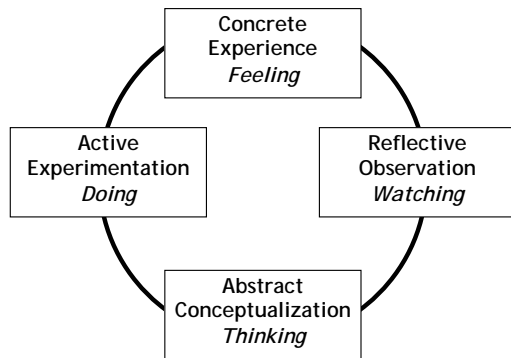


Experience plus Reflection equals Learning

- John Dewey

Tell me, and I will forget. Show me, and I may remember. Involve me, and I will understand.

- Confucius



Kolb Learning Cycle:

1. Active exploration of experience— do and see
2. Reflect on the experience; understand the effects of the experience— what would happen in the same circumstances again?
3. Think about the general principle of the situation, create abstract concepts.
4. Application of the principle in new circumstances, test out what has been learned.



Learning by Doing is:

- ❖ Meaningful
- ❖ Realistic
- ❖ Structured
- ❖ Mistakes allowed
- ❖ Instructor is "safety net"
- ❖ Instructor is facilitator
- ❖ Real consequences
- ❖ Reflection is key



Some types of *Learning by Doing* activities:

- ❖ Computer simulations
- ❖ Service projects
- ❖ Problem-based learning
- ❖ Experiments
- ❖ Entrepreneurial projects (starting/running a business, etc.)
- ❖ Internships, practicums
- ❖ Publishing projects (newspapers, magazines, etc.)
- ❖ Cooperative learning



Be careful!

- ❖ Start small
- ❖ Establish goals
- ❖ Leave time for reflection
- ❖ Structure process
- ❖ Be flexible
- ❖ Allow mistakes
- ❖ Build in accountability
- ❖ Provide feedback

To learn more about experiential education, visit these web sites:

- ❖ Washington Internship Institute
 - <http://www.ielnet.org/index.shtml>
- ❖ Freshman Introduction to Engineering Design and Graphics at UT Austin
 - <http://www.utexas.edu/features/archive/2002/proceed.html>
- ❖ Learning Statistics by Doing Statistics
 - <http://www.amstat.org/publications/jse/v6n3/smith.html>
- ❖ LSU Learning by Doing
 - <http://www.lsu.edu/highlights/031/play.html>
- ❖ Association for Experiential Education
 - <http://www.aee.org>
- ❖ Wikipedia, Experiential Education
 - http://en.wikipedia.org/wiki/Experiential_education