Experiential Learning

2022 Forum on Vocational Excellence
Global Partnerships for Vocational skills
San Sebastian, November 2022

AEDIL CoVE – Dairy Sector

Project management and Coordination

Quality Assurance, Control and Evaluation

Dissemination and Impact

Coming together

Developing CoVES
Establishing sub-specialities
Establishing Hub
Collaborative planning

Working together

Realisation of hub - active
Sharing of regional smart specialization activities
Ensuring uptake of new technology
Special focus group activities
Supporting each other in redesign of curricula

Growing together

Planning for sustainability
Moving to higher maturity
Ongoing collaboration
Planning for lifelasting, lifelong and lifeforward learning,
Raising attractiveness of dairy careers

The educator as learner – an experience

Everyone put your hand up.

How long since you were last an active learner?

Yet we preach LLL

20 years+

15 years

10 years

5 years

4 years

3 years

2 years

1 year

Less than 1 year

On completion of this workshop, you should be able to…

Explain the experiential learning cycle (the theory bit)

Reflect on how you learn

Think about novel ways to introduce C21 skills and competencies in your activities

An enjoyed some time with new people

To have fun with new people you must **meet** them….

Let’s test one of the key 21C skills…. Non-verbal communication.

Arrange yourselves in order of birthday (day – month) without talking

What else,

WHAT IS A ‘WIN’ FOR YOU IN THE NEXT HOUR?

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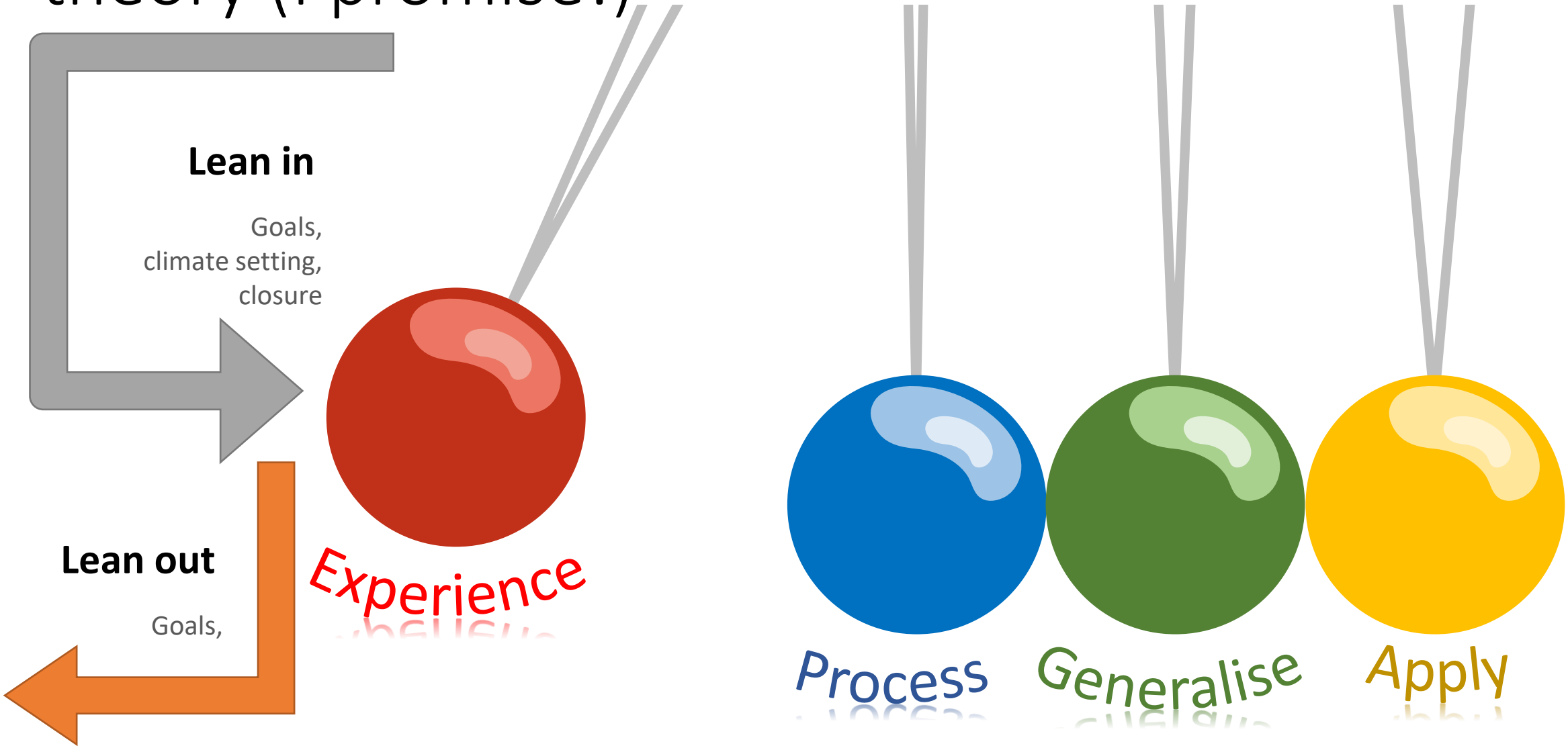
Our themes this afternoon

- How, what, why adults learn
- Experiential learning and design principles
- C21 Skills and Industry 5.0
- 2023 year of skills
- Universal Design for Learning, Sensual learning, inclusion

Experiential learning (cycle) – This is the only theory (I promise!)



Putting the experience in experiential

- An activity that provides and opportunity to participate in an activity relevant to the training goals
- Examples include role play, case study, psychometric tools, games, discussions, reading, exercises, worked examples, ice breakers, designing posters, brainstorming, problem solving…
- Today we will use Lego

Experiential learning where?

- Universal Design for Learning
- work-based learning
- apprenticeships
- fieldwork
- practitioner / applied research
- problem-based learning (PBL)
- (guided design, the case, simulation)
- project methods
- laboratory Instruction
- collaborative research

4xCs

Collaboration

- Creativity
- Communication

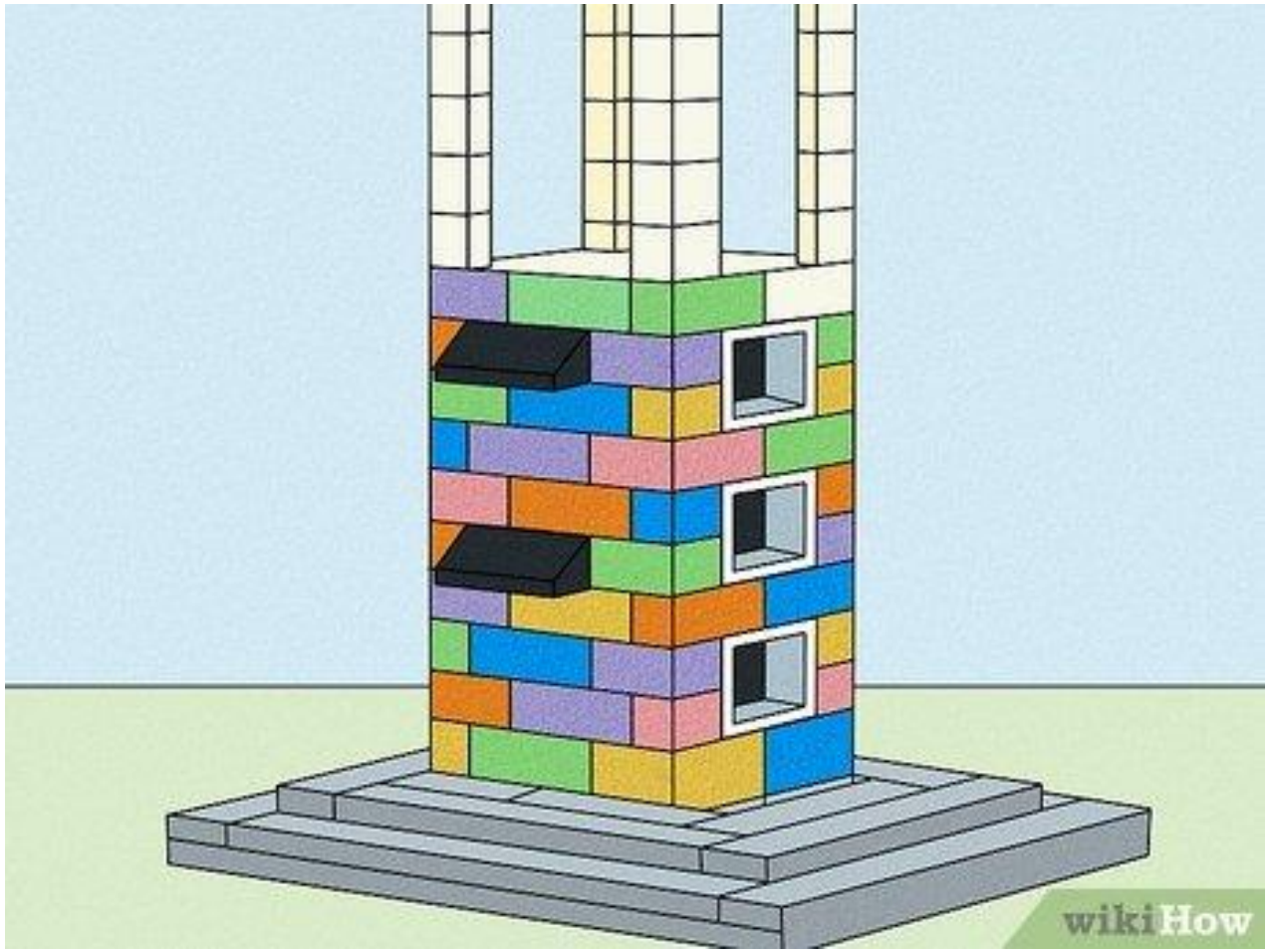
Some attributes for successful collaboration

- Commitment to team success
- Clear goals
- Interdependence
- Interpersonal skills
- Open communication
- Effective feedback
- Balanced team composition
- Commitment to the team
- Effective task control (delegation, ownership)
- Creativity, innovation and culture of ideas
- Trust

Lego for learning

Some of my personal observations

- Tactile
- Fun
- Concrete
- ‘silly’
- Take the pressure off
- Gives insights in an unexpected way



The exercise

In groups, design and build a Tower …. The tallest tower wins

Have fun!

- Think about how you get to know the team (forming)
- Think about any tensions, disagreements (storming)
- Think about how determined how to work together (norming)
- Think about effectiveness of your working together (performing)

You have 20 minutes…. pressure

You can trade blocks with me and others…. Open system

One member should wear blindfold, gloves and ear plugs --- consider inclusivity

Debrief

- What skills did you use to complete the task?
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Next steps

How will you apply this learning in your teaching, work, activities…..