



Drawing Learning from Activities

CEA - 2023

Planning



Goal/Purpose

Need to start with the end in mind. What are your desired outcomes of the activities you are going to do.



Time Frame

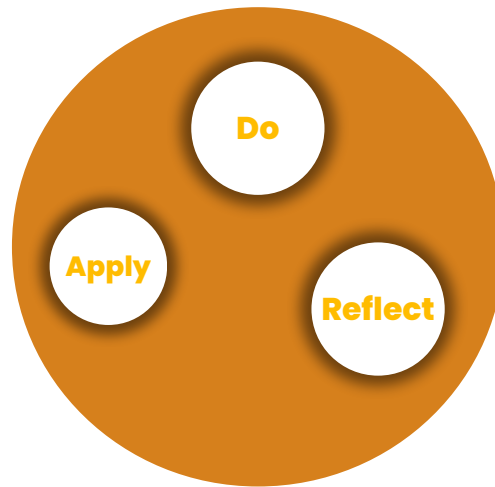
Give yourself enough time to do the activity and process it. Save 20% of your time for processing



Pick Activity

Pick activities that naturally gear towards what your aim is, as well as fits the demographic of your group

Experiential Cycle



Learning Funnel



What - What Happened? Gather information on what participants experienced.



So What - So what are we learning? Identify key areas that people are identifying areas of growth learning. Build on importance of those topics



Now What - Now what do we do about it? Now that we've identifying some key points and know the importance, what are some ways we can apply those?

Tips for Teachers

Activities

- Broader Options
- Easier to promote teamwork

Games

- More "Fun", but less buy in
- Can Promote a win/lose attitude

Asking

- Open Ended questions
- Follow up with "why", "explain more..."

Telling

- Speaking for the experience
- The need for it varies with age/ability

Goal

- Goal is the desired outcome
- The area of learning for that activity

Task

- The physical thing the group needs to do to complete the objectives of activity

Struggle

- Required for growth to occur
- Cecropia Moth

Rescuing

- We desire to help
- Can undermine the potential growth if we jump in too soon.

Presenters



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