



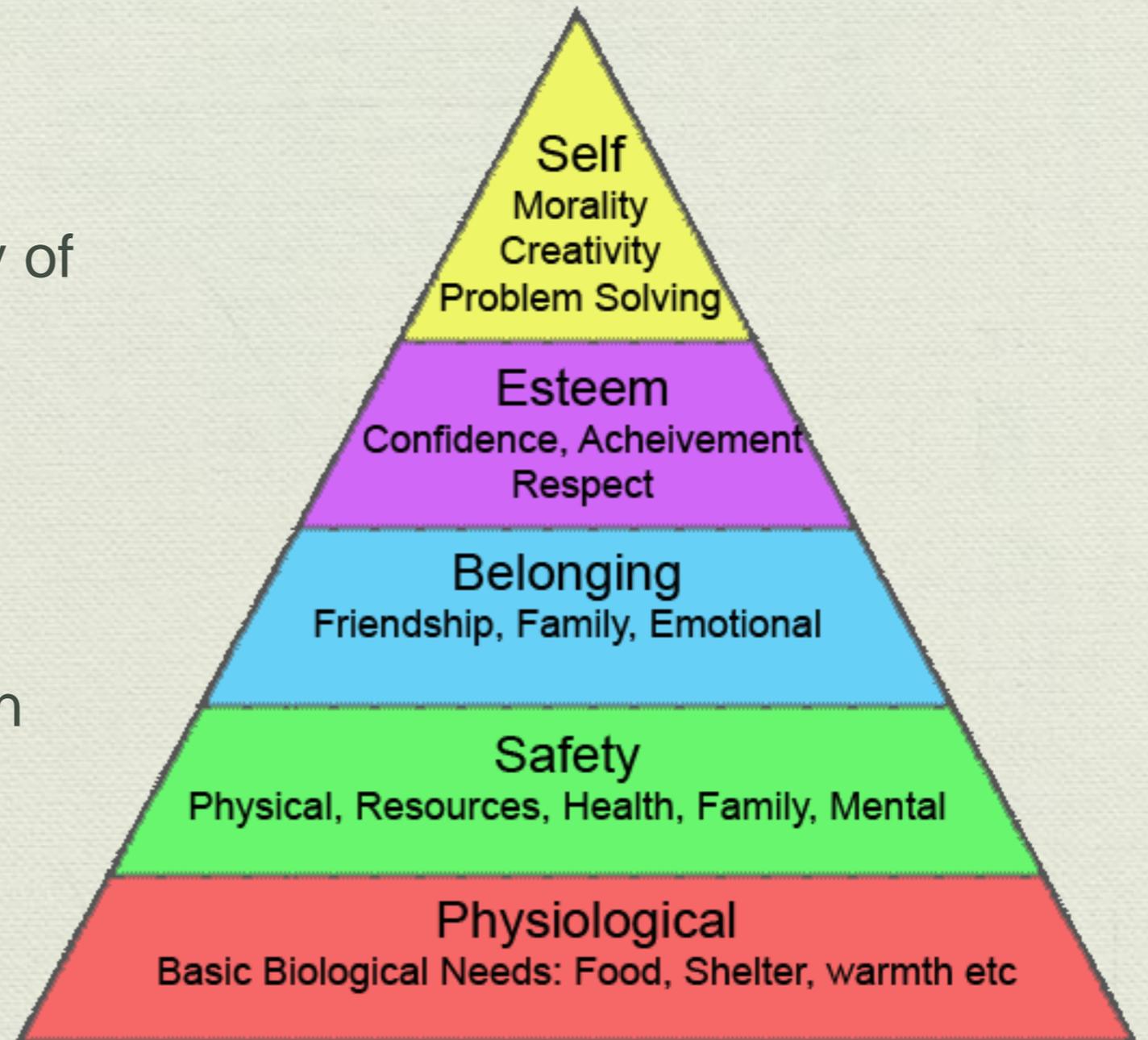
How Trainees Learn

Murray C Henstock

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When Does Learning Occur

- ◆ Abraham Maslow's Hierarchy of Needs, 1943
- ◆ Needs must be met from bottom up
- ◆ Learning can only occur when they after they have met physical needs



Constructivism

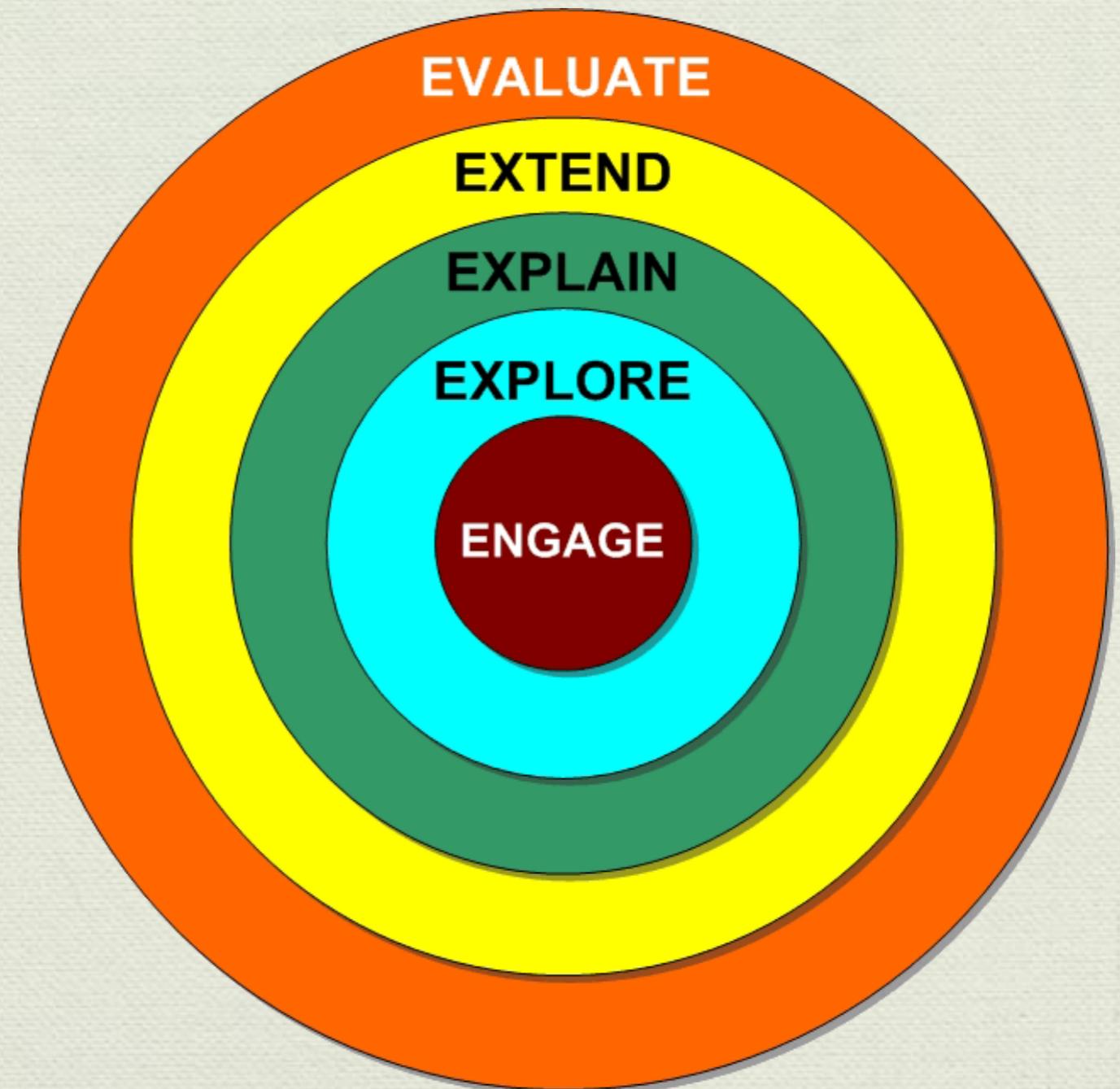
- ◆ Trainee Centred
- ◆ Prior Knowledge and Experience
- ◆ Scaffolding
- ◆ Self Discovery
- ◆ Piaget & Vygotsky
- ◆ Stages of Development
- ◆ Peer-Supported Learning
- ◆ Zone of Proximal Development



“People only learn what they want to learn”
“Trainees do not arrive with empty heads ready to be filled. They have existing knowledge, experience and backgrounds that new information is built upon”

5 Es

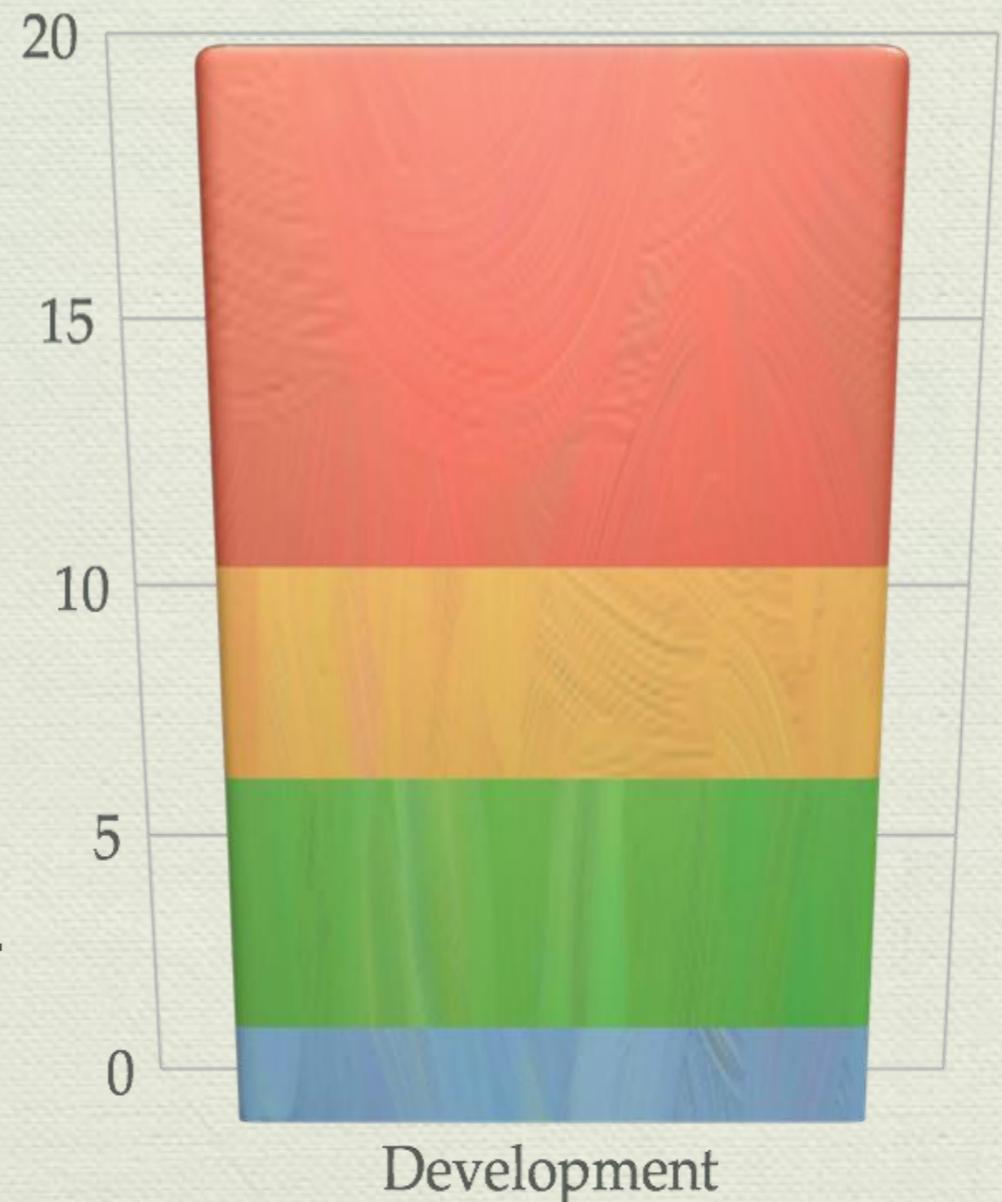
- ◆ Roger Bybee, 1997
- ◆ 1. Engage
- ◆ 2. Explore
- ◆ 3. Explain
- ◆ 4. Extend
- ◆ 5. Evaluate



Stages of Development

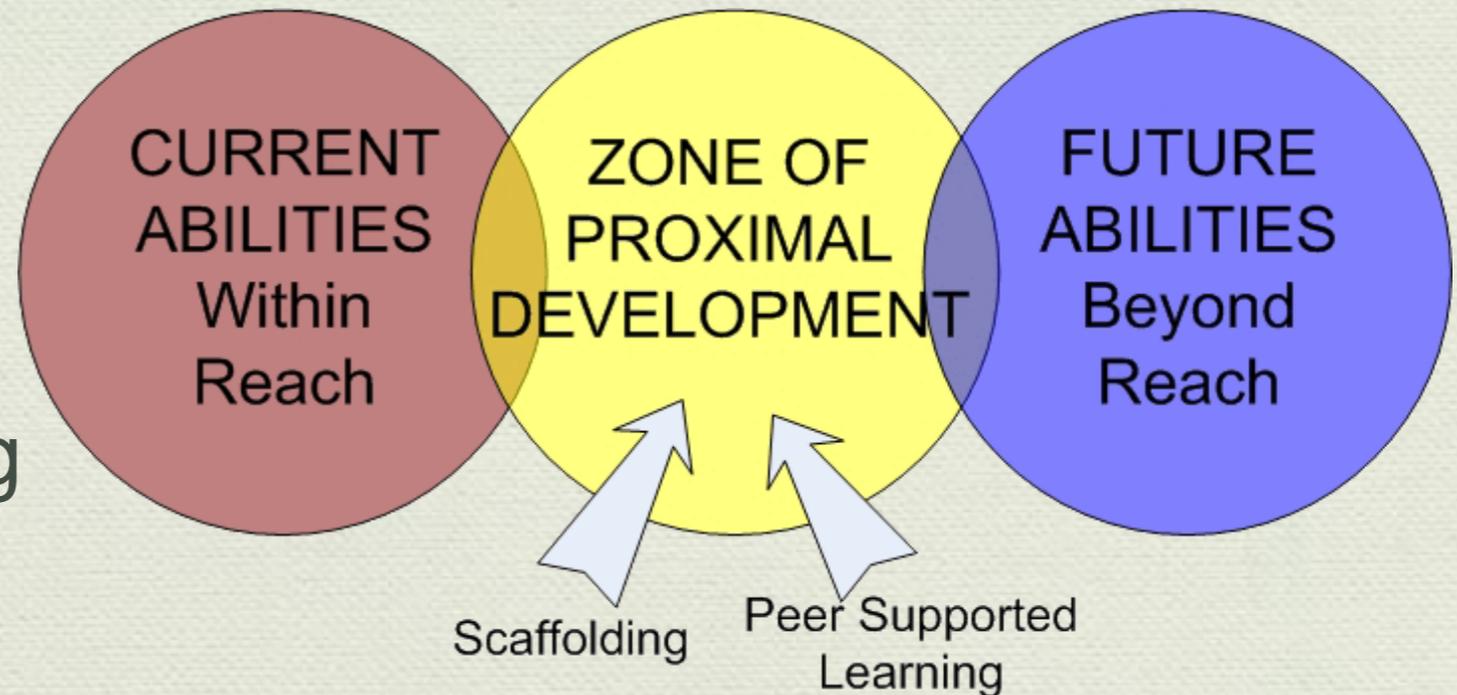
- ◆ Jean Piaget, 1896-1980
- ◆ Sensory Motor Stage 0 - 2
- ◆ Pre Operational Stage 2 - 7
- ◆ Concrete Operational Stage 7 - 11
- ◆ Formal Operations Stage 11 - 16+

■ Sensory Motor ■ Pre-Operational ■ Concrete Operations ■ Formal Operations



Zone of Proximal Development

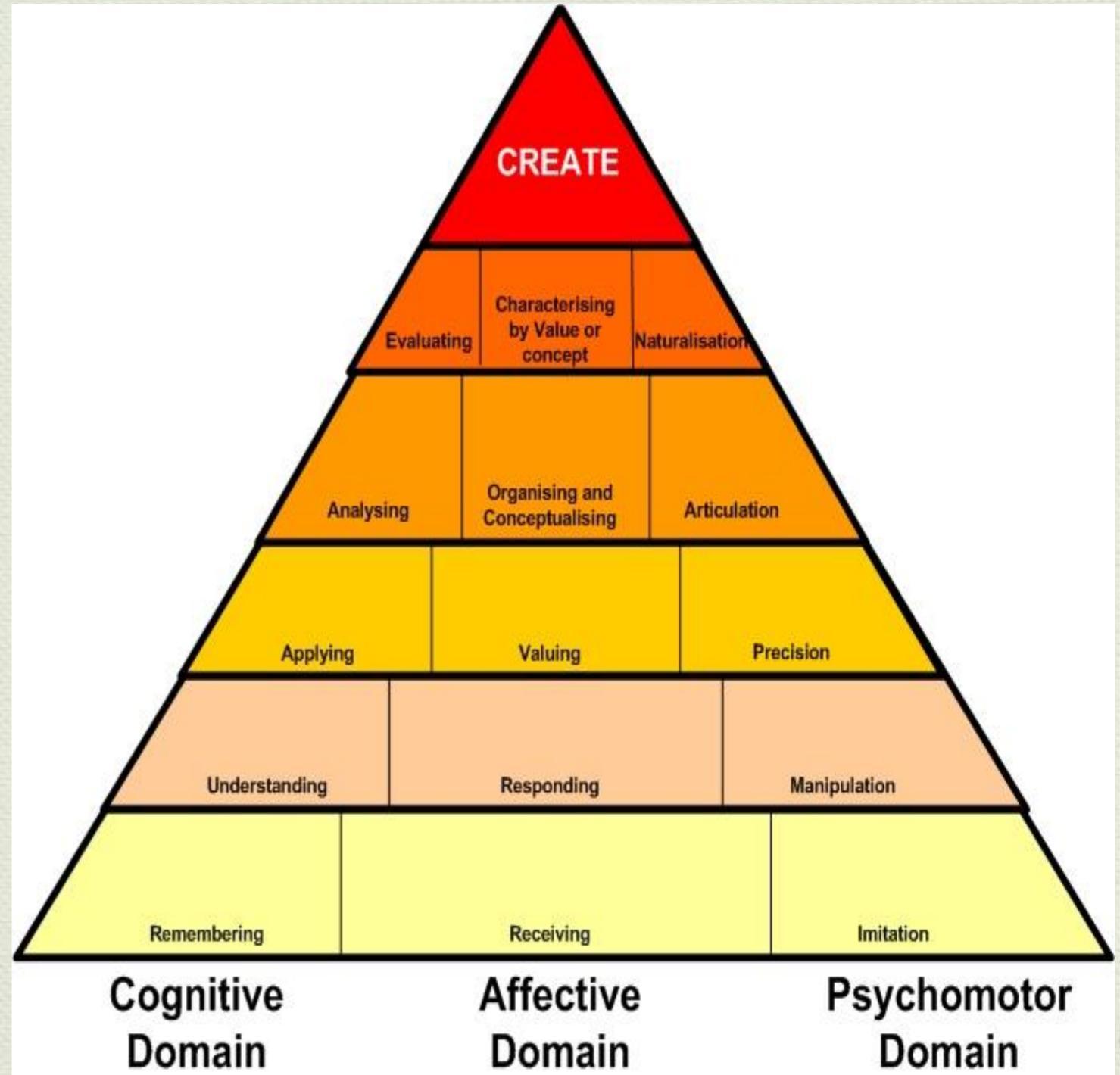
- ◆ Lev Vygotsky, 1978
- ◆ Scaffolding
- ◆ Peer Supported Learning



- ◆ “the distance between the actual developmental level as determined by independent problem solving and the level of potential development as determined through problem solving under adult guidance, or in collaboration with more capable peers”

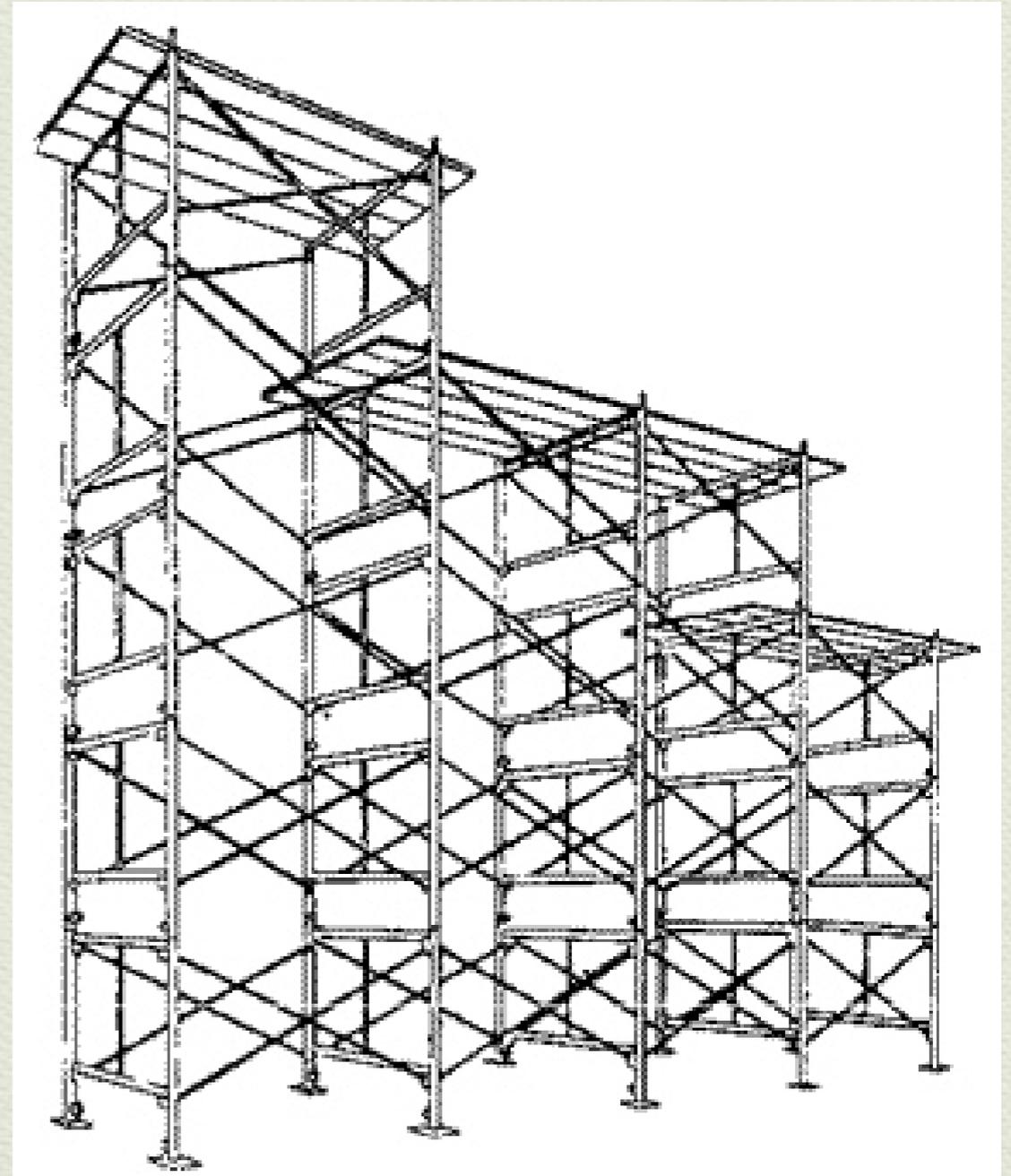
Blooms Taxonomy

- ◆ Benjamin Bloom, 1956
- ◆ Remembering
- ◆ Understanding
- ◆ Applying
- ◆ Analysing
- ◆ Evaluating
- ◆ Creating



Scaffolding

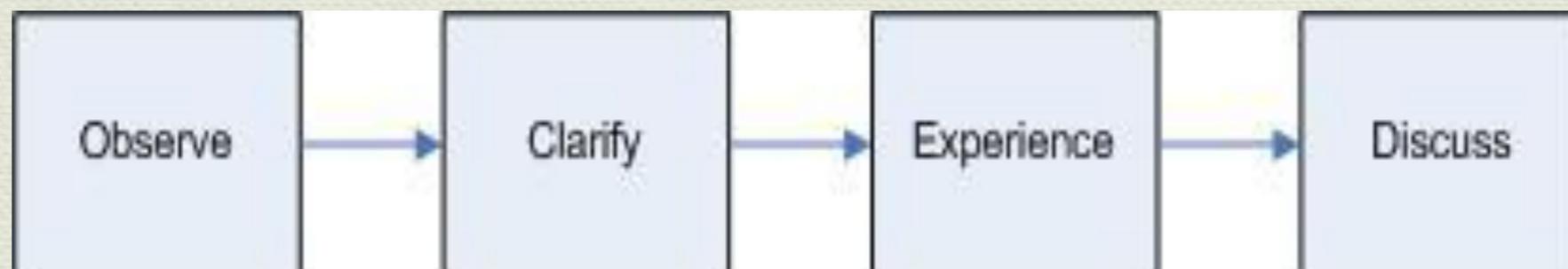
- ◆ James McKenzie, 2000
- ◆ Scaffolding Provides Clear Direction
- ◆ Scaffolding Clarifies Purpose
- ◆ Keeps Trainees on Task
- ◆ Offers assessment to clarify expectations
- ◆ Points trainees to worthy resources
- ◆ Reduces Uncertainty and Surprise
- ◆ Creates Momentum



Observational Learning

- ◆ Albert Bandura, 1961
- ◆ Behavioural Modelling
- ◆ Learning Behaviour Consequences
- ◆ Self-Reinforcement
- ◆ Short Segments (with reward)

Created by Lumen Design Studio



Experiential Learning

◆ David Kolb, 1977

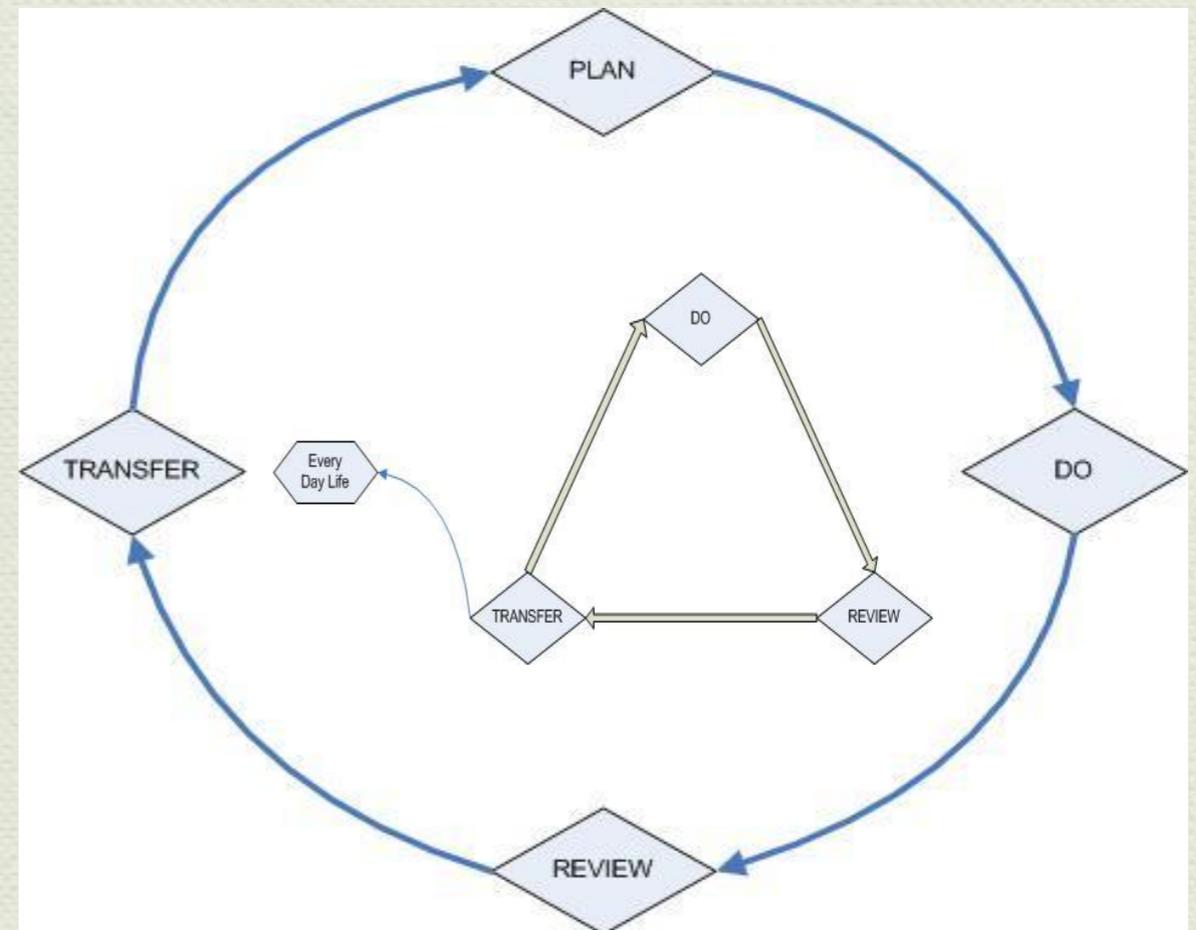
◆ Plan

◆ Do

◆ Review/Reflection

◆ Transfer

◆ “For the things we have to learn before we can do them, we learn by doing them” - Aristotle

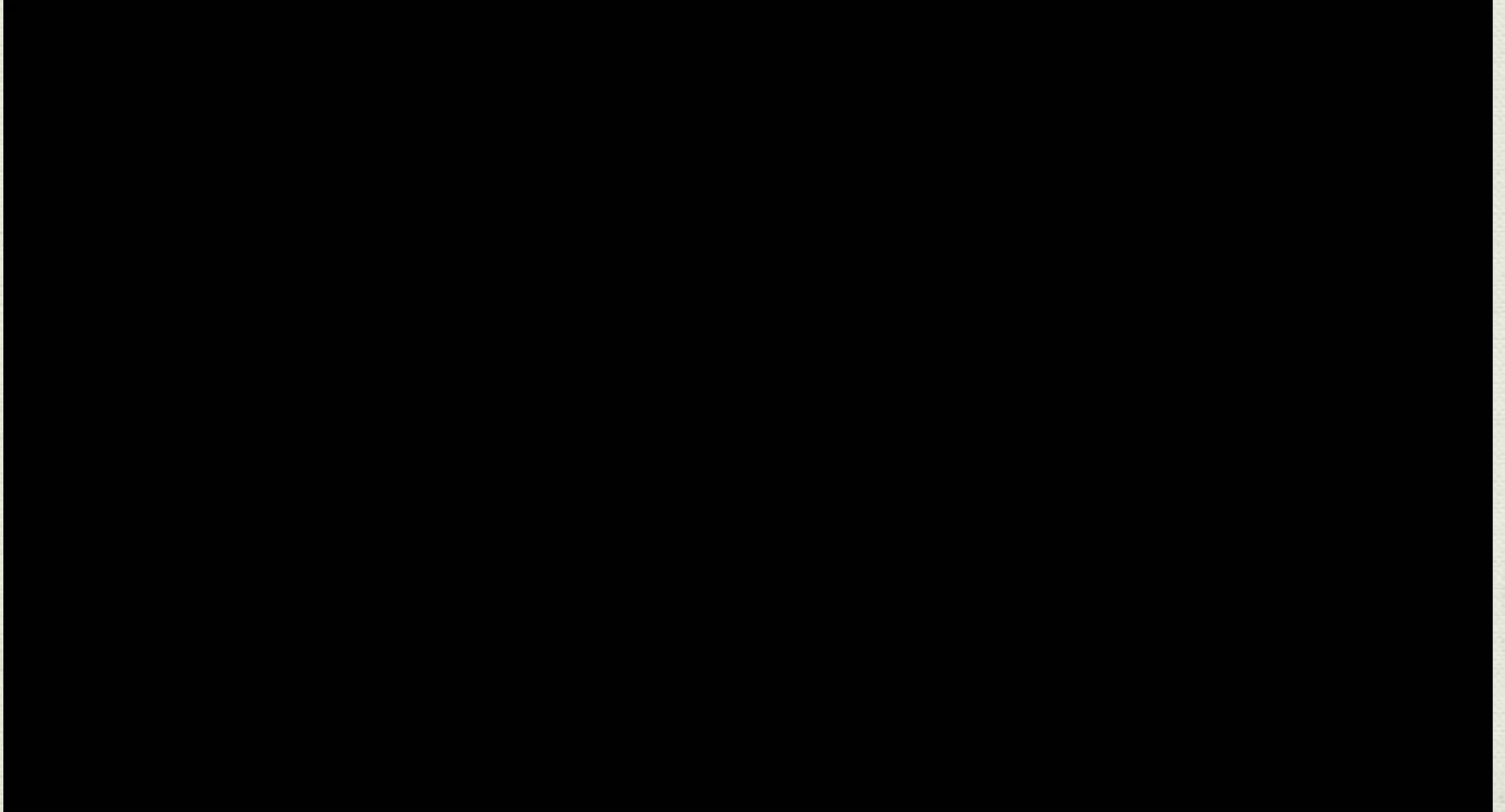


Visual Auditory Kinesthetic

- ◆ Neil Fleming, 2001
- ◆ Preference for receiving and memorising information
- ◆ Visual
- ◆ Linguistic
- ◆ Spatial
- ◆ Auditory
- ◆ Kinesthetic
- ◆ Learning - must then still be able to understand meaning

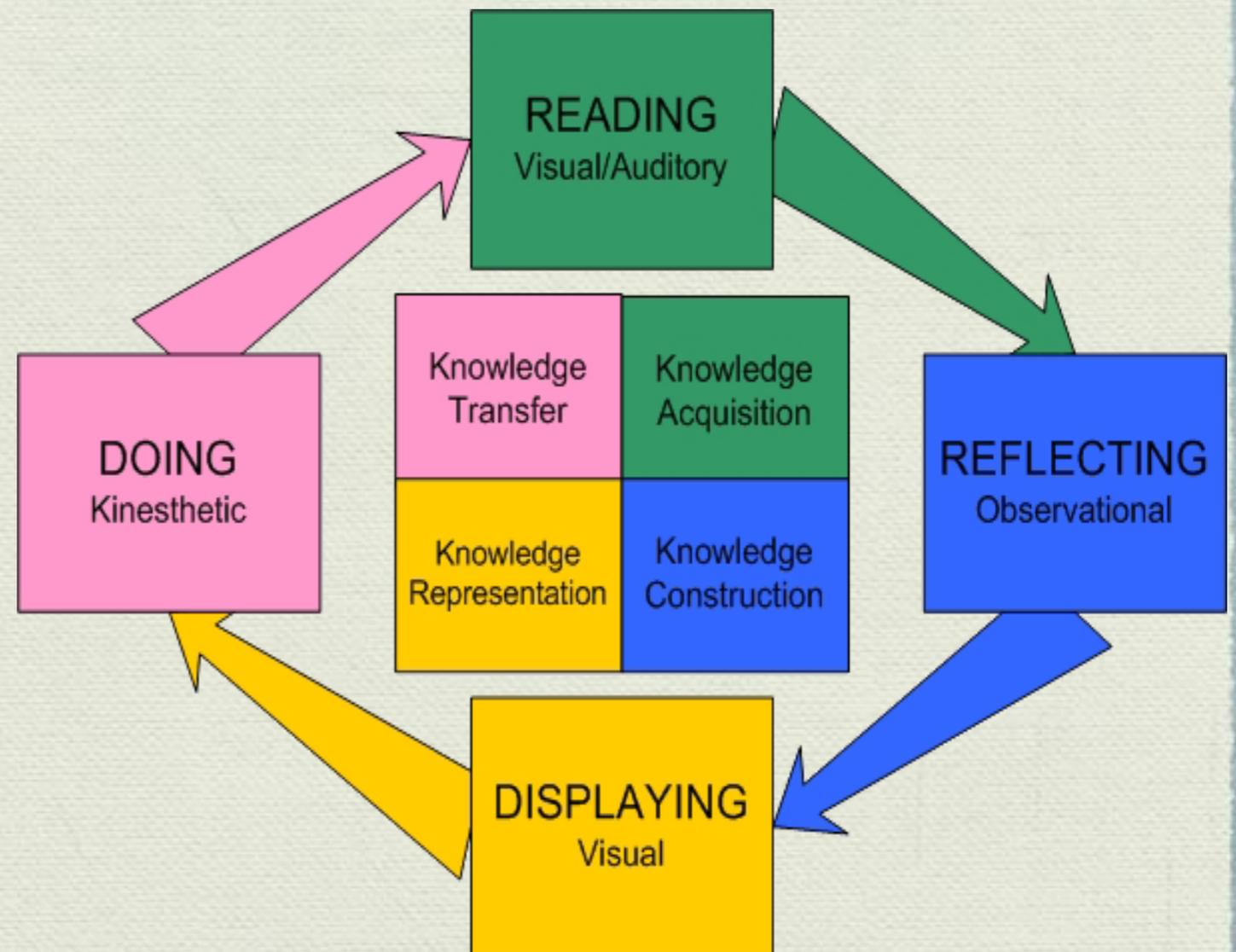


Video Example



Read-Reflect-Display-Do

- ◆ Bonk & Zhang 2008
- ◆ Read = Auditory and Visual
- ◆ Reflect = Reflective/Observational
- ◆ Display = Visual
- ◆ Do = Tactile / Kinesthetic



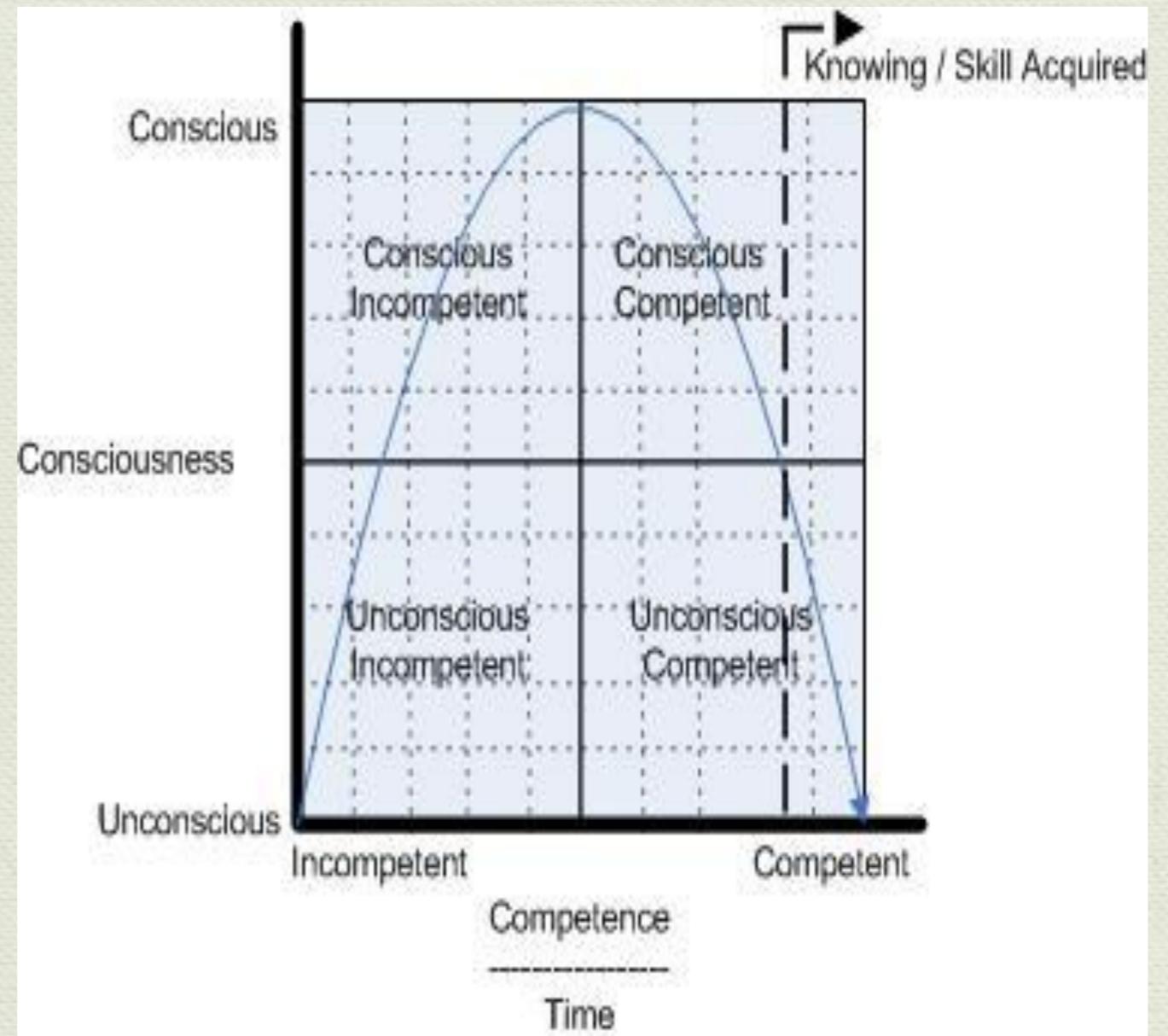
Problem Based Learning

- ◆ Howard Barrows, 1960s
- ◆ Is Contextual
- ◆ Trainee Centred
- ◆ Small Groups (Watches)
- ◆ Requires Facilitators (Watch Leaders)
- ◆ Requires a Problem to be solved
- ◆ Elaborates and Builds on Knowledge



Developing Competence

- ◆ Noel Burch, 1970s
- ◆ Unconscious Incompetent
- ◆ Conscious Incompetent
- ◆ Conscious Competent
- ◆ Unconscious Competent
- ◆ Skills are obtained when you no longer need to think



Cognitive Load

- ◆ John Sweller, 1998
- ◆ Brain has a finite capacity for processing
- ◆ Different for each person
- ◆ Three Types
 - ◆ Intrinsic
 - ◆ Extraneous
 - ◆ Germane



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