Planing VET courses and choosing methodologies

Adult Learning

Malcom Knowles and David Kolb









Adult Learning





Co-funded by the European Union

Malcom Knowles Adult Learning Principles

David Kolb Experiential Learning Cycle

from merely teaching people to helping them learn better

















Principles of Adult Learning Andragogy



Malcolm Knowles



Self- concept

Adult Learner Experience Readiness to

Learn Orientation to learning







Motivation to learn

Active learning

Source: https://www.thinkific.com/blog/principles-andragogy/

1. Self- concept

is a phenomenon "in which individuals take the **initiative**, with or without the help of others, in **diagnosing** their learning needs, **formulating** learning goals, identifying human and material **resources** for learning, choosing and implementing appropriate **learning strategies**, and **evaluating** learning outcomes."

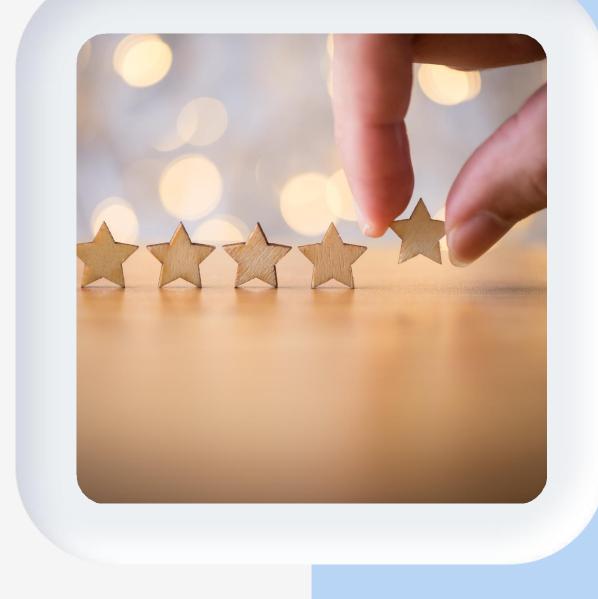






2. Adult learner experience

Unlike children who have little experience and must rely on other people's experiences to learn, adult learners are able to use their unique experiences to contribute to group discussions and understand a topic better. So even if the concepts a teacher introduces are new, adult learners can reference their lived experiences and **connect the dots** between past knowledge and new information.







3. Readiness to learn

So to prepare them for the learning process, you'll need to explain to them **why** they need to learn what you want to teach them.

To increase your learners' readiness to learn, determine that what you're teaching has **immediate relevance** to their **personal** and/or **professional lives**. Then develop activities in your lessons that **replicate real-world scenarios** and include **interactive** elements.







4. Orientation to learning

As children grow into adults, they move away from subject-based learning to problem-based learning, which focuses on new knowledge that can be applied in practical situations. Their orientation shifts from a **postponed application** of knowledge and prioritizes the **immediacy** of application. On the flip side, adults will rather devote their time to learning a concept or skill if they're sure they'll need the knowledge right away. Because of this, adults don't focus much on the concept itself, but on how they'll apply it in their personal and/or professional lives.



STEM







To sth

5. Motivation to learn

Child's motivation for learning is **external** – whether from parents, teachers, or the general society. They're required to go to school, and if they don't, they'll likely face external consequences.

Adult needs internal motivators, which are unique to each learner, include selfactualization, better quality of life, and self-esteem, amongst others are far more important, than satisfying other/ receiving grades.





Co-funded by the European Union

Curiosity

Purpouse









motivation

Internal

External

Fun

Trade off /\$

Fear

6. Active learning

For centuries, educators have successfully used traditional lectures to deliver knowledge to students. They're fairly inexpensive, can be used to teach many students at the same time, and can be adapted to any topic and audience. M. Knowles, however, saw their passive nature, disconnection from the learners' reallife practice, and the effort learners have to put in to maintain attention. Knowles posited that educators shall include interactive strategies in their lectures to make them more effective.









To sum up.

- an instructor for an hour
- more on developing a learner's skills
- experiments
- evaluate concepts
- and values



• Learners do much more than passively sit and listen to

• There is less emphasis on passing information and

 Learners engage in dynamic and interactive sessions, which involve reading, writing, class discussions, and

Learners are encouraged to analyse, synthesise, and

• Learners are encouraged to explore their own attitudes



David Kolb Experiential Learning Cycle



Co-funded by the European Union

Active Experimentation (putting into practice a theory you have learned)

Concrete Experience (experiencing something)

7

5

Reflective Oberservation (thinking about an experience)

Abstract Conceptualism (learning from experience)



Concrete Experience (experiencing something)

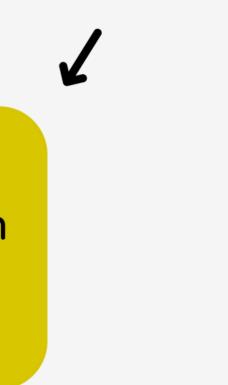
Active Experimentation (putting into practice a theory you have learned)



Co-funded by the European Union Abstract Conceptualism (learning from experience)



Reflective Oberservation (thinking about an experience)



Activity - min. 20min

Concrete Experience (experiencing something)

How to apply it?

Active Experimentation (putting into practice a theory you have learned)

(thinking about an

Abstract Conceptualism (learning from experience)



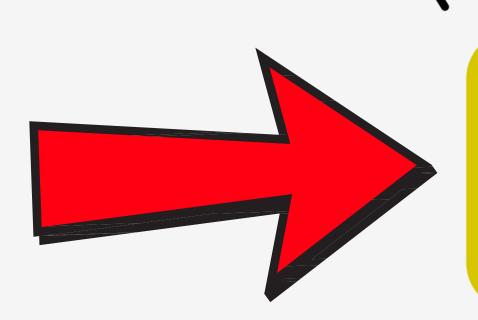


Reflective Oberservation Emotional expression experience)



Concrete Experience (experiencing something)

Active Experimentation (putting into practice a theory you have learned)



Abstract Conceptualism (learning from experience)



Reflective Oberservation (thinking about an experience)











Skills

Knowledge

Attitude Reflective thinking!





- 1. What happened?
- 2. Why?
- 3. Did you like it?
- 4. What could be done differently the next time?



QUESTIONS?



"Funded by the European Union. Views and opinions expressed are however those of the author(s) only, and do not necessarily reflect those of the European Union or European Education and Culture Executive Agency (EACEA). Neither the European Union nor the granting authority can be held responsible for them."

