

Group Exercise MT3.5_2

Experiential Learning Journey

Objective: To provide participants with a hands-on understanding of experiential learning, its principles, and benefits through an interactive group activity.

Materials Needed:

- Flip chart or whiteboard
- Markers
- Sticky notes in multiple colors
- Pre-printed cards with key principles and benefits of experiential learning (one principle or benefit per card)
- Timer

Activity Breakdown:

1. Warm-Up: Experiential Learning Bingo (5 minutes)

- Start with a quick icebreaker to get everyone moving and thinking about experiential learning. Create a bingo card with experiences related to learning (e.g., participated in a workshop, learned a new skill through a video game, taught someone a skill).
- Participants mark their card as they find matches in their own experiences. The first to get a "bingo" shares one of their experiences briefly with the group.

2. Overview of Experiential Learning (5 minutes)

- Briefly explain the concept of experiential learning as learning through action, reflection, and doing.
- Use a flip chart to jot down participants' initial thoughts on what experiential learning means to them, highlighting how it differs from traditional learning approaches.

3. Key Principles Scavenger Hunt (7 minutes)

- Divide participants into small groups and give each group a set of cards with the key principles of experiential learning.
- Hide similar cards around the room before the session starts.
- Each group must find a set of cards hidden around the room. Once found, they discuss how they've seen these principles in action in their own learning experiences or how these could be applied in learning environments.

Attachment to MT3.5_2
Task 2.2



Co-funded by
the European Union

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 the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

- Groups share one principle with an example from their discussion with the whole group.

4. Benefits Brainstorm (5 minutes)

- Using a different color sticky note for each group, participants brainstorm benefits of learning through experience based on the principles they've just discussed.
- Each group sticks their notes on the flip chart or whiteboard, clustering similar benefits together.
- Quickly review the clusters as a group, linking back to the principles and experiences shared earlier.

5. Reflection and Closure (3 minutes)

- Ask participants to reflect on one new insight they've gained about experiential learning and how they might apply this understanding in their own contexts (personal or professional).
- Conclude by summarizing the key points discussed and encourage participants to continue exploring and applying experiential learning principles in their lives.

Tips for Success:

- **Engagement:** Keep the energy high and encourage participation from all attendees. Use open-ended questions to facilitate discussion.
- **Timing:** Be strict with timing for each segment to ensure you cover all parts of the activity within the 25-minute timeframe.
- **Flexibility:** Be prepared to adapt on the fly if participants are particularly engaged with one part of the activity. The goal is meaningful learning, not just ticking off boxes.

This activity is designed to be both fun and comprehensive, ensuring participants walk away with a deeper understanding of experiential learning and its value.