

Joint development, piloting and validation of entrepreneurial mindset and key skills curricula and training materials for third countries



Entrepreneurial Mindset and Key Skills for All

ENTRECOMP CURRICULUM: 3.5 LEARNING THROUGH EXPERIENCE – METHODOLOGICAL TOOLS

TASK ID AND TITLE 2.2: JOINT DEVELOPMENT OF THE CURRICULA AND TRAINING MATERIALS FOR ENTRECOMP

PARTNER RESPONSIBLE FOR THIS ACTIVITY: MMC MEDITERRANEAN MANAGEMENT CENTER

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ENTRECOMP MTs 3.5

Task 2.2



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Jordan Youth Innovation Forum
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SUMMARY OF THE METHODOLOGICAL TOOLS

Competence Code and Title	3.5 Learning Through Experience
EntreComp Area Code and Title	3 Into Action
Learning Outcomes for the Competence	<p>Articulate the concept of learning through experience, identify various types of learning experiences, and explain the significance of experiential learning in personal and professional growth.</p> <p>Design, implement, and evaluate experiential learning activities, facilitate group discussions and debriefs to extract insights from experiential learning, as well as adapt learning strategies based on feedback and outcomes.</p> <p>Demonstrate competence in analyzing and synthesizing insights gained from experiential learning, share learning outcomes with others, collaborate to create meaningful learning experiences, apply lessons learned across contexts, and guide others through the experiential learning process.</p>


Methodological tool Type	Number of Methodological tools
<input checked="" type="checkbox"/> Lecture (compulsory)	1
<input checked="" type="checkbox"/> Open-ended questions	1
<input type="checkbox"/> Closed questions	

<input checked="" type="checkbox"/> Group discussion	1
<input type="checkbox"/> Brainstorming	
<input type="checkbox"/> Individual exercise	
<input checked="" type="checkbox"/> Group exercise	2 (Simulation Games, Problem-Solving Activity)
<input type="checkbox"/> Experiential workshop	
<input type="checkbox"/> Role play	
<input checked="" type="checkbox"/> Video projection and analysis	1
<input checked="" type="checkbox"/> Other (Please indicate)	2 (Ice-breaking Activity and Case Study Analysis)
Total Number of Methodological tools:	8

COMPULSORY METHODOLOGICAL TOOLS

1. POWERPOINT PRESENTATION

Methodological tool Code and Title	PPT3.5_1 Lecture
Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<p>Articulate the concept of learning through experience, identify various types of learning experiences, and explain the significance of experiential learning in personal and professional growth.</p> <p>Design, implement, and evaluate experiential learning activities, facilitate group discussions and debriefs to extract insights from experiential learning, as well as adapt learning strategies based on feedback and outcomes.</p> <p>Demonstrate competence in analyzing and synthesizing insights gained from experiential learning, share learning outcomes with others, collaborate to create meaningful learning experiences, apply lessons learned across contexts, and guide others through the experiential learning process.</p>
Methodological tool Aim	To systematically convey the foundational knowledge, theories, and frameworks related to experiential learning in an efficient and structured manner.
Hints and tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Engage learners by including interactive segments within your PowerPoint presentation ✓ break up the lecture and keep the audience engaged, making the learning experience more dynamic and memorable. ✓ Use visual aids, charts, and infographics to represent data, processes, and concepts.

	<p>✓ Facilitate Reflection and Discussion to encourage participants to think critically about the material and how it applies to their own experiences. This not only reinforces learning but also allows for the exchange of ideas and perspectives, enriching the learning environment for everyone involved.</p>
<p>Attachment for the usage of the Methodological tool</p>	<p> TrainMatEntre_3.5_Final.pptx</p>

ADDITIONAL METHODOLOGICAL TOOLS

1. ICE-BREAKING ACTIVITY

Methodological tool Code and Title	MT3.5_1 Ice-breaking Activity: Two Truths and a Lie - Experience Edition
Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<ol style="list-style-type: none"> 1. Enhance participants' comfort and engagement levels for active participation throughout the workshop. 2. Foster a sense of community and connection among participants by sharing personal and professional experiences. 3. Introduce participants to the concept of experiential learning by reflecting on their own diverse experiences.
Methodological tool Aim	To kick off the workshop with a fun and engaging activity that warms up the participants, encourages interaction, and subtly introduces the theme of learning through experience.
Hints and Tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Encourage creativity and honesty in the participants' statements to enhance the engagement level. ✓ Facilitate a supportive atmosphere where participants feel comfortable sharing and guessing. ✓ Use this opportunity to highlight the diversity of experiences present and its value to the workshop's learning objectives. ✓ Keep the pace lively to maintain energy and ensure the activity fits within the 10-minute timeframe.

Attachment/s for the usage of the Methodological tool	 Ice-breaking Activity MT3.5_1.pdf
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2. GROUP EXERCISE

Methodological tool Code and Title	MT3.5_2 Group Exercise
Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<ol style="list-style-type: none"> 1. Understand the concept and importance of experiential learning. 2. Identify the key principles of experiential learning and their application in real-life scenarios. 3. Recognize the benefits of learning through experience for personal and professional growth.
Methodological tool Aim	To engage participants in a hands-on understanding of experiential learning, showcasing its principles and benefits through interactive activities.
Hints and Tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Keep the session dynamic and encourage movement. ✓ Facilitate discussions with open-ended questions to deepen understanding. ✓ Be prepared with examples to illustrate key points. ✓ Manage time effectively to cover all parts of the activity. ✓ Encourage sharing of personal experiences to relate to the principles of experiential learning.

Number of Questions in the Methodological tool	6
Attachment/s for the usage of the Methodological tool	Provided in the Activity Description below (if applicable).

<i>Methodological Tool Title</i>
<i>Experiential Learning Journey</i>
<i>Group Discussion Title (if different from the MT title)</i>
<i>Understanding and Implementing Experiential Learning</i>
<i>Group Discussion Topic</i>
<i>Exploring the depths of experiential learning through interactive activities and reflection.</i>
<i>General Guidelines (for the trainer)</i>
<i>Facilitate an environment that encourages participation, reflection, and sharing.</i> <i>Use the activities to draw parallels between experiential learning principles and participants' real-life learning experiences.</i> <i>Adapt the pace based on group dynamics.</i>
<i>Instructions (for the participants)</i>

<i>Participate actively in each segment, share your experiences openly, and reflect on how the principles of experiential learning can be applied in your personal and professional life.</i>
<i>Estimated Duration (broken down into steps, if necessary)</i>
<p><i>Total Duration: 25 minutes</i></p> <p><i>Warm-Up: Experiential Learning Bingo - 5 minutes</i></p> <p><i>Overview of Experiential Learning - 5 minutes</i></p> <p><i>Key Principles Scavenger Hunt - 7 minutes</i></p> <p><i>Benefits Brainstorm - 5 minutes</i></p> <p><i>Reflection and Closure - 3 minutes</i></p>
<i>Online Classroom Setting (if applicable)</i>
<i>Utilize breakout rooms for group discussions, polling features for instant feedback, and shared digital whiteboards for brainstorming activities.</i>
<i>Expected Answers</i>
<i>Responses will vary but should reflect a deepening understanding of experiential learning principles, how they've been applied by participants, and the benefits recognized through discussion and reflection.</i>
<i>Debriefing Questions</i>
<p><i>What principle of experiential learning resonated with you the most and why?</i></p> <p><i>How can you apply what you've learned today in your own teaching or learning environment?</i></p> <p><i>What is one actionable step you will take to incorporate experiential learning into your practice?</i></p>

<i>Remarks by the Trainer</i>
<ul style="list-style-type: none"> ✓ Highlight the importance of reflection in learning from experiences. ✓ Encourage ongoing application of the day's lessons and suggest resources for further exploration of experiential learning.
Adaptation of the Methodological Tool for <u>Asynchronous Learning</u> (what to change) (if applicable)
Convert live discussions into forum posts where participants can share their thoughts over time. Use video submissions for personal reflections and storytelling to maintain the interactive element.
Attachment/s (if applicable)
 <p>Group Exercise MT3.5_2.pdf</p>

3. GROUP EXERCISE

Methodological tool Code and Title	MT3.5_3 Simulation Games
Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<ol style="list-style-type: none"> 1. Apply theoretical knowledge in practical, real-world scenarios. 2. Develop critical thinking and problem-solving skills through reflective observation and active experimentation. 3. Enhance decision-making abilities under uncertainty. 4. Foster teamwork and communication skills.

	<ol style="list-style-type: none"> Understand and apply the principles of business management. Reflect on personal learning processes and improve upon them.
Methodological tool Aim	To engage participants in a comprehensive learning experience that encompasses all stages of Kolb's Experiential Learning Cycle, allowing them to apply, observe, conceptualize, and experiment with business management strategies in a simulated environment.
Hints and Tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Facilitate a briefing session to introduce Kolb's cycle and the simulation's objectives. ✓ Encourage participants to actively engage and take risks within the simulation. ✓ Provide continuous feedback and prompt reflection at each stage. ✓ Use debriefing sessions effectively to link experiences to learning outcomes. ✓ Incorporate real-world examples to complement the simulation. ✓ Ensure all participants are involved in decision-making processes.
Number of Questions in the Methodological tool	6
Suggested Questions	<ol style="list-style-type: none"> What strategies did you implement, and why? How did the outcomes of your decisions align with your expectations? What would you do differently if given another chance? How can you apply the lessons learned in the simulation to real-world business management?

	<p>5. In what ways did your team work together, and how did it affect your decisions?</p> <p>6. How does this simulation reflect the stages of Kolb's Experiential Learning Cycle?</p>
Attachment/s for the usage of the Methodological tool	Provided in the Activity Description below (if applicable).

<i>Methodological Tool Title</i>
<i>Business Management Simulation Game</i>
<i>Group Discussion Title (if different from the MT title)</i>
<i>Insights from the Business World: A Simulation Debrief</i>
<i>Group Discussion Topic</i>
<i>Reflecting on Experiential Learning in Business Management</i>
<i>General Guidelines (for the trainer)</i>
<ul style="list-style-type: none"> ✓ Prepare the simulation environment in advance, ensuring it can be completed within a short-ened timeframe. ✓ Highlight key learning objectives and how they align with Kolb's Experiential Learning Cycle. ✓ Encourage participants to engage fully and make quick decisions to maximize their learning experience within the limited time. ✓ Facilitate a focused debrief session to extract and discuss learning insights effectively.
<i>Instructions (for the participants)</i>

<p><i>Engage actively with the simulation, making decisions as if managing a real business.</i></p> <p><i>Reflect on each decision's outcomes and how they relate to real-world business management.</i></p> <p><i>Prepare to share your experiences, insights, and reflections during the debriefing session.</i></p>
<p><i>Estimated Duration (broken down into steps, if necessary)</i></p>
<p><i>Total Duration: 45 minutes</i></p> <p><i>Introduction and Setup: 5 minutes</i></p> <p><i>Simulation Gameplay: 25 minutes</i></p> <p><i>Debrief and Discussion: 15 minutes</i></p>
<p><i>Online Classroom Setting (if applicable)</i></p>
<p><i>Use breakout rooms for team discussions during the simulation.</i></p> <p><i>Utilize polls for quick feedback and decision-making.</i></p> <p><i>Share screens to facilitate the debriefing session, allowing participants to present their reflections and outcomes.</i></p>
<p><i>Expected Answers</i></p>
<p><i>Varied strategies employed and their rationales.</i></p> <p><i>Reflections on the outcomes versus expectations.</i></p> <p><i>Lessons learned applicable to both the simulation and real-life business management.</i></p>
<p><i>Debriefing Questions</i></p>
<p><i>What strategy did you choose and why?</i></p>

How did the results compare with your expectations?

What would you do differently in a real-world scenario based on this experience?

How did your team's dynamics influence your decisions and outcomes?

Can you identify the stages of Kolb's Cycle in your experience?

Remarks by the Trainer

- ✓ *Emphasize the value of experiential learning and reflection in personal and professional growth.*
- ✓ *Highlight the application of Kolb's Experiential Learning Cycle in understanding and improving learning processes.*
- ✓ *Encourage participants to apply the insights gained from the simulation to their real-life decisions and learning opportunities.*


Adaptation of the Methodological Tool for Asynchronous Learning (what to change) (if applicable)

Interactive Components: Modify the simulation game to include checkpoints where participants can pause and reflect, ensuring they engage in reflective observation and abstract conceptualization, even without real-time guidance.

Communication Channels: Establish asynchronous communication channels, such as discussion boards or forums, where participants can share their experiences, reflections, and insights, fostering a community of learning despite the lack of synchronous interactions.

Feedback Mechanisms: Implement structured peer feedback sessions within the learning management system (LMS) to allow participants to give and receive feedback on their reflections and application plans, enhancing the learning experience through collaborative insights.

Flexible Scheduling: Provide clear timelines and deadlines for completing various segments of the simulation, reflections, and discussions, allowing participants to manage their engagement according to their personal schedules while maintaining the program's structure.

Attachment/s (if applicable)
 Simulation Games MT3.5_3.pdf

4. CASE STUDY

Methodological tool Code and Title	MT3.5_4 Case Study: Integrating Experiential Learning in Educational Settings
Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<ol style="list-style-type: none"> 1. Analyze the process of integrating experiential learning in educational settings. 2. Identify challenges and propose solutions for implementing experiential learning. 3. Evaluate the outcomes of experiential learning initiatives. 4. Develop strategies to overcome resistance and enhance stakeholder engagement. 5. Apply insights from the case study to participants' own educational contexts.
Methodological tool Aim	To provide participants with an understanding of the practical considerations, challenges, and benefits associated with implementing experiential learning in educational institutions through an in-depth case study analysis.
Hints and tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Encourage active participation and ensure each group member contributes to the discussion.

	<ul style="list-style-type: none"> ✓ Facilitate the group discussions by posing thought-provoking questions related to the case study. ✓ Use real-world examples to supplement the case study and provide context. ✓ Offer constructive feedback on the groups' presentations, highlighting innovative solutions and insights. ✓ Encourage reflection on how the lessons learned can be applied in the participants' own contexts.
Attachment/s to use the Methodological tool	Provided in the Activity Description below (if applicable).

Methodological Tool Title
<i>Implementing Experiential Learning in Educational Settings: A Case Study Approach</i>
<i>Case Study Title (if different from the MT title)</i>
<i>Integrating Experiential Learning in Middle School Science Curriculum</i>
<i>Case Study Source (e.g., URL)</i>
<i>It's a hypothetical case developed for educational use.</i>
<i>Case Study Content</i>
<i>The case revolves around a middle school that introduced a project-based science program aimed at solving local environmental problems. It covers the planning phase, challenges such as resource</i>

<i>limitations and resistance from staff, implementation strategies like partnerships with local organizations, and outcomes including enhanced student engagement and learning.</i>
<i>Estimated Duration (broken down into steps, if necessary)</i>
<p><i>Total Duration: 20 minutes</i></p> <p><i>Introduction to the Case Study: 5 minutes</i></p> <p><i>Group Discussion: 10 minutes</i></p> <p><i>Group Presentations: 4 minutes</i></p> <p><i>Wrap-Up and Reflection: 1 minute</i></p>
<i>General Guidelines (for the trainer)</i>
<p><i>Prepare by familiarizing yourself with the case study details.</i></p> <p><i>Encourage active participation and ensure equitable contribution from all participants.</i></p> <p><i>Facilitate the discussions by guiding participants to reflect deeply on the implementation process and outcomes.</i></p> <p><i>Provide a supportive environment for sharing ideas and reflections.</i></p>
<i>Instructions (for the participants)</i>
<p><i>Read the case study carefully.</i></p> <p><i>Engage actively in group discussions, reflecting on the challenges and solutions presented in the case.</i></p> <p><i>Prepare to share insights and recommendations based on the discussion.</i></p>
<i>Task 1: Open-ended Questions</i>

Please answer the questions below.
Question: What strategies would you employ to overcome the resistance from staff towards integrating experiential learning?
<ul style="list-style-type: none"> Expected answer: Participants might suggest professional development sessions to demonstrate the value of experiential learning, involving staff in the planning process to ensure buy-in, or showcasing successful examples from other institutions.
Question: How could the outcomes of the project-based science program be effectively measured?
<ul style="list-style-type: none"> Expected answer: Suggestions may include pre- and post-program assessments, student and teacher feedback surveys, evaluations of project impact on local environmental issues, and observations of student engagement and participation.
Remarks by the Trainer
<ul style="list-style-type: none"> ✓ Highlight the importance of adaptability and creativity in overcoming implementation challenges. ✓ Stress the value of experiential learning in fostering deeper understanding and engagement among students. ✓ Encourage participants to consider how they might apply these insights in their own educational contexts.
Adaptation of the Methodological Tool for Asynchronous Learning (what to change) (if applicable)
<ul style="list-style-type: none"> ✓ Provide the case study as a downloadable document or online resource. ✓ Use discussion forums for sharing insights and recommendations. ✓ Set up deadlines for each task to ensure timely participation. ✓ Offer feedback and summaries of discussion points asynchronously.
Attachment/s (if applicable)




Case Study Activity
MT3.5_4.pdf

5. VIDEO PROJECTION AND ANALYSIS

Methodological tool Code and Title	MT3.5_5 Demonstration: (video)
Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<ol style="list-style-type: none"> 1. Understand the principles and significance of experiential learning. 2. Reflect on the impact of experiential learning in revolutionizing education. 3. Identify ways to implement experiential learning in various settings.
Methodological tool Aim	To engage participants in understanding the transformative potential of experiential learning through a focused viewing and discussion of Adrienne Alexander's TEDx Talk.
Hints and tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Ensure a good internet connection for smooth video playback. ✓ Prepare discussion questions in advance to facilitate an engaging and reflective conversation post-viewing. ✓ Encourage participants to draw connections between the talk's content and their personal or professional experiences with education.
Attachment/s to use the Methodological tool	Provided in the Activity Description below (if applicable).



Methodological Tool Title
Let's Watch this and Discuss
Video Title (if different from the MT Title)
Experiential learning: the education revolution we need to have Adrienne Alexander TEDxBrisbane
Video Source (e.g., URL)
https://www.youtube.com/watch?v=Rb_uji4Ge5s
Video Creator (Person/Organisation/Authority)
TEDx Talks
Video Duration (if a segment of the video should be projected, please indicate also start and end time)
16 minutes
Estimated Duration (of the Activity) (broken down into steps, if necessary)
20 minutes (including time for a brief discussion post-viewing)
General Guidelines (for the trainer)
<ul style="list-style-type: none"> ✓ Introduce the video by mentioning its relevance to the day's topic. ✓ Briefly outline the key themes to pay attention to during the viewing. ✓ Set the stage for a focused discussion by asking participants to consider specific aspects of experiential learning as they watch.
Instructions (for the participants)

<ul style="list-style-type: none"> ✓ Watch the video attentively, noting any insights or questions that arise. ✓ Be prepared to discuss your thoughts and how the ideas presented can be applied or challenged in current educational practices.
Debriefing Questions
<ul style="list-style-type: none"> ✓ What key message did you take away from Adrienne Alexander's talk? ✓ How can the principles of experiential learning be applied in your educational or professional context? ✓ What challenges might you face in implementing experiential learning, based on the talk?
Remarks by the Trainer
<ul style="list-style-type: none"> ✓ Emphasize the importance of integrating experiential learning to foster deeper understanding and engagement. ✓ Encourage participants to think creatively about applying the concepts discussed in the video to their specific settings.
Adaptation of the Methodological Tool for Asynchronous Learning (what to change) (if applicable)
<ul style="list-style-type: none"> ✓ Provide a link to the video and a deadline by which participants should watch it. ✓ Create an online forum for participants to post their reflections and responses to the debriefing questions. ✓ Summarize the discussion in a follow-up video or written document.
Attachment/s (if applicable)
 <p>YouTube Video Projection MT3.5_5NE</p>

6. GROUP EXERCISE


Methodological tool Code and Title	MT3.5_6: Problem-Solving Activity
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Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<ol style="list-style-type: none"> 1. Identify challenges in integrating technology into experiential learning environments. 2. Develop innovative solutions to overcome these challenges. 3. Enhance collaborative problem-solving skills. 4. Apply critical thinking to evaluate and propose technology integration strategies. 5. Understand the role of technology in enhancing experiential learning.
Methodological tool Aim	To engage participants in a critical examination and problem-solving exercise focused on overcoming obstacles to integrating technology in experiential learning, fostering innovation, and strategic planning skills.
Hints and Tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Prepare diverse and relatable challenges to ensure engagement. ✓ Encourage groups to consider practicality and creativity in their solutions. ✓ Facilitate a constructive feedback session post-presentation, linking each solution to real-world applicability. ✓ Use examples of successful technology integration as inspiration. ✓ Manage time efficiently to allow for discussion, solution development, and presentations.
Number of Questions in the Methodological tool	6
Suggested Questions	<ol style="list-style-type: none"> 1. What are the key barriers to integrating technology in experiential learning settings? 2. How can budget constraints be addressed when implementing new technologies?

	<ol style="list-style-type: none"> 3. What strategies can be used to train educators in technology use for experiential learning? 4. How can technology be used to personalize experiential learning experiences? 5. In what ways can student access to technology be ensured for equitable learning? 6. How can the effectiveness of technology in experiential learning be measured?
Attachment/s for the usage of the Methodological tool	Provided in the Activity Description below (if applicable).

<i>Methodological Tool Title</i>
<i>Navigating Technology Integration in Experiential Learning</i>
<i>Group Discussion Title (if different from the MT title)</i>
<i>Strategies and Solutions for Technology-Enhanced Learning</i>
<i>Group Discussion Topic</i>
<i>Exploring innovative strategies to overcome common challenges in integrating technology into experiential learning environments.</i>
<i>General Guidelines (for the trainer)</i>
<ul style="list-style-type: none"> ✓ <i>Prepare a brief overview of common challenges in technology integration to kickstart the discussion.</i> ✓ <i>Encourage every participant to contribute, ensuring a variety of perspectives.</i> ✓ <i>Facilitate the discussion to stay on topic and ensure constructive feedback.</i> ✓ <i>Summarize key points and insights from the discussion to reinforce learning.</i>

Instructions (for the participants)
<ul style="list-style-type: none"> ✓ Review the provided challenge scenarios prior to the discussion. ✓ Think about potential solutions and be ready to discuss their feasibility and impact. ✓ Respectfully listen to and consider the viewpoints of fellow participants. ✓ Share your experiences and insights related to technology integration in learning environments.
Estimated Duration (broken down into steps, if necessary)
<p>Total Duration: 20 minutes</p> <p>Introduction: 5 minutes</p> <p>Challenge Review and Group Discussion: 10 minutes</p> <p>Solution Presentations: 3 minutes per group</p> <p>Debrief and Reflection: 2 minutes</p>
Online Classroom Setting (if applicable)
<ul style="list-style-type: none"> ✓ Utilize breakout rooms for small group discussions. ✓ Share documents and challenge scenarios through the LMS or direct file sharing. ✓ Conduct solution presentations in the main virtual meeting room for all participants to view and discuss.
Expected Answers
<ul style="list-style-type: none"> ✓ Innovative and practical solutions to integrating technology in learning. ✓ Strategies for budget management, educator training, and ensuring equitable access to technology. ✓ Ideas for measuring the impact of technology-enhanced experiential learning.
Debriefing Questions
<p>1. Which proposed solution do you find most feasible and why?</p>

<ol style="list-style-type: none"> 2. <i>How can we ensure equitable access to technology for all learners?</i> 3. <i>What role does educator training play in the successful integration of technology?</i> 4. <i>How can we measure the success of technology-enhanced experiential learning initiatives?</i>
<p><i>Remarks by the Trainer</i></p>
<ul style="list-style-type: none"> ✓ <i>Highlight the importance of creative thinking and collaboration in solving complex challenges.</i> ✓ <i>Encourage ongoing exploration and adaptation of technology tools to enhance learning experiences.</i> ✓ <i>Stress the value of a reflective practice in assessing and improving technology integration strategies.</i>
<p>Adaptation of the Methodological Tool for <u>Asynchronous Learning</u> (what to change) (if applicable)</p>
<ul style="list-style-type: none"> ✓ <i>Provide challenge scenarios and discussion questions in advance through an online platform.</i> ✓ <i>Use forums for asynchronous discussion, allowing participants to post their solutions and feedback.</i> ✓ <i>Set deadlines for contributions to each discussion question.</i> ✓ <i>Summarize the discussion and provide trainer feedback in a closing video or written document.</i>
<p>Attachment/s (if applicable)</p>
<div data-bbox="279 1243 331 1306" data-label="Image">  </div> <p>Problem Solving Activity MT3.5_6.pdf</p>

7. GROUP DISCUSSION


<p>Methodological tool Code and Title</p>	<p>MT3.5_7: Group Discussion</p>
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Competence Code and Title	3.5 Learning Through Experience
Learning Outcomes covered by the Methodological tool	<p>Participants will understand the principles of experiential learning.</p> <p>Participants will apply reflective practice and collaboration in a real-world context.</p> <p>Participants will reflect on what they have learnt throughout the training</p>
Methodological tool Aim	To apply the principles of experiential learning through reflective practice, and collaboration.
Hints and Tips for the trainer to use the Methodological tool	<ul style="list-style-type: none"> ✓ Encourage active participation, ensuring each participant shares insights and listens to others. ✓ Guide groups to reflect deeply on past learning experiences, focusing on the effectiveness of experiential learning elements. ✓ Promote creativity in designing experiential learning activities, stressing the importance of real-life applicability. ✓ Facilitate constructive feedback among groups, fostering an environment of continuous improvement and open-mindedness towards adaptation. ✓ Ask probing questions to deepen the discussion and elicit comprehensive insights from participants.
Number of Questions in the Methodological tool (minimum 6)	Given the activity's structure, the exact number of predefined questions might not be specified. However, the activity inherently encourages multiple discussion points that can translate into numerous questions focused on understanding and applying experiential learning principles. The trainer is advised to generate questions dynamically during the group reflections and sharing sessions to enrich the discussion.

Attachment/s for the usage of the Methodological tool	Provided in the Activity Description below (if applicable).
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Methodological Tool Title
Group Discussion: Hands-on Activity
Group Discussion Title (if different from the MT title)
<i>Applying the principles of experiential learning through reflective practice, collaboration, and adaptive strategies in a real-world context.</i>
Group Discussion Topic
<p><i>Participants are divided into small groups. Each group reflects on a past learning experience and discusses what made it effective.</i></p> <p><i>Each group designs a simple experiential learning activity based on the principles discussed. They should consider how to incorporate reflective practices, encourage collaboration, and adapt learning strategies.</i></p> <p><i>Groups share their activity outlines. Participants provide constructive feedback on how each activity could be enhanced or adapted.</i></p>
General Guidelines (for the trainer)
<p><i>Facilitate an open and respectful discussion environment where every participant feels valued and heard.</i></p> <p><i>Encourage participants to share personal experiences and insights related to experiential learning.</i></p>

<p><i>Provide clear instructions for each part of the activity and ensure participants understand the objectives.</i></p> <p><i>Offer constructive feedback and guide the discussion to deepen the understanding of experiential learning principles.</i></p>
<p>Instructions (for the participants)</p>
<ul style="list-style-type: none"> ✓ <i>Engage actively in discussions, sharing your insights and listening to others.</i> ✓ <i>While designing your activity, consider how it can be applied in a real-life context.</i> ✓ <i>Be open to feedback and think about how you can incorporate it into your learning activity design.</i>
<p>Estimated Duration (broken down into steps, if necessary)</p>
<p><i>Total Duration: 30 Minutes</i></p> <p><i>Introduction (5 minutes):</i></p> <p><i>Group Reflection (10 minutes):</i></p> <p><i>Design Challenge (10 minutes):</i></p> <p><i>Sharing and Feedback (5 minutes):</i></p>
<p>Online Classroom Setting (if applicable)</p>
<p><i>The activity can be adapted for an online setting using breakout rooms for the group reflection and design challenge phases. Use a shared online document for each group to facilitate collaboration and feedback.</i></p>
<p>Expected Answers</p>
<p><i>Participants are expected to:</i></p> <p><i>Develop a deeper understanding of experiential learning applications.</i></p>

<p><i>Create innovative strategies for experiential learning activities.</i></p> <p><i>Show readiness for continuous improvement and adaptation in learning designs.</i></p>
<p>Debriefing Questions</p>
<ul style="list-style-type: none"> ✓ <i>What elements of experiential learning did you find most effective in your past experiences?</i> ✓ <i>How did the process of designing an experiential learning activity deepen your understanding of these principles?</i> ✓ <i>How can feedback enhance the effectiveness of experiential learning activities?</i>
<p>Remarks by the Trainer</p>
<ul style="list-style-type: none"> ✓ <i>Reinforce the importance of reflection and feedback in the learning process.</i> ✓ <i>Highlight the creativity and diversity of the designed activities as examples of the adaptability of experiential learning principles.</i>
<p>Adaptation of the Methodological Tool for <u>Asynchronous Learning</u> (what to change) (if applicable)</p>
<p><i>For asynchronous learning, participants can be asked to reflect on past experiences and design an experiential learning activity individually, submitting their outlines for peer feedback in a forum or in a discussion board format.</i></p>
<p>Attachment/s (if applicable)</p>
<div style="text-align: center;">  <p>Hands-on Activity MT3.5_7.pdf</p> </div>