

## Group Exercise: Problem Solving Activity MT3.5\_6

### Navigating Technology Integration in Experiential Learning

Objective:

To critically analyze and develop strategies for overcoming common obstacles in integrating technology into experiential learning across different settings.

Activity Overview:

Participants will engage in a rapid problem-solving session, working in small groups to tackle predefined challenges related to incorporating technology into experiential learning environments. The activity culminates in proposing practical, innovative solutions.

Steps:

1. **Introduction (2 minutes):**
  1. Briefly outline the activity's goals and the importance of effectively integrating technology into experiential learning to enhance educational outcomes.
2. **Challenge Distribution (3 minutes):**
  1. Each group receives a challenge card detailing a specific obstacle to integrating technology in experiential learning settings. Challenges might include budget constraints, lack of teacher training, student access to technology, and aligning technology with curriculum goals.
3. **Group Discussion and Strategy Development (10 minutes):**
  1. Groups discuss their assigned challenge, considering its impacts and brainstorming potential solutions. Encourage thinking outside the box and drawing from examples in the provided material or personal experiences.
  2. Strategies should address the challenge directly, considering feasibility, impact, and innovative use of technology.
4. **Presentation of Solutions (4 minutes):**
  1. Each group has one minute to present their challenge and proposed solution to the rest of the participants, highlighting the thought process and expected outcomes.
5. **Feedback and Reflection (1 minute):**
  1. Conclude the activity with brief feedback from the facilitator, emphasizing the value of creative problem-solving and strategic thinking in overcoming barriers to technology integration in experiential learning.

General Guidelines for the Trainer:

- Prepare challenge cards in advance, ensuring they are relevant and diverse.
- Facilitate the activity to keep discussions focused and time-efficient.
- Offer constructive feedback on each group's strategy, linking it back to the principles of experiential learning and technological integration.

Instructions for the Participants:

- Collaborate actively with your group members, listening to all contributions.

Attachment to MT3.5\_6  
Task 2.2



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

- Focus on developing practical and innovative solutions to the challenge.
- Be prepared to present your solution succinctly and persuasively.

Example Challenge Card:

- **Challenge:** "Your school aims to integrate VR technology into the curriculum but faces significant budget constraints. How can you implement this technology effectively and affordably?"

Remarks by the Trainer:

- Highlight the importance of adaptability, innovation, and collaboration in integrating technology into educational practices.
- Encourage participants to continue exploring technological solutions that enhance experiential learning, keeping in mind the diverse challenges they may encounter.

This activity, MT3.1\_6, is designed to foster critical thinking, collaboration, and innovative problem-solving among participants, equipping them with strategies to overcome challenges in integrating technology into experiential learning across various settings.

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Task 2.2



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