# Experential Learning

## WHAT IS IT?

Experiential learning is a hands-on approach to learning that emphasizes active engagement and reflection. It involves learners directly in a learning experience and then encourages them to reflect on their experiences to gain deeper understanding and knowledge. Students are more engaged and motivated when they are actively involved in their learning and gain practical, real-world skills that are valuable in their future careers. . Hands-on experiences help students understand concepts more deeply and remember them longer. Reflecting on experiences fosters critical thinking and the ability to analyze and solve problems. Learning by doing and reflecting on those experiences helps reinforce knowledge and skills.

## WHY USE IT?


Adapted from Entab Experential Learning(ERP)

## HOW DO I DO IT?

- **Design Meaningful Activities**
  - **Hands-On Projects**: Create projects that require students to apply theoretical knowledge to real-world scenarios.
  - **Field Trips and Site Visits**: Organize visits to places relevant to the course content, such as museums, companies, or community organizations.
  - **Simulations and Role-Playing**: Use simulations or role-playing activities to mimic real-world challenges and decision-making processes.
  - **Service Learning**: Incorporate community service projects that allow students to address real community needs while learning.
- **Facilitate Reflection**
  - **Journals and Logs**: Encourage students to keep journals or logs to document their experiences and reflect on their learning.
  - **Group Discussions**: Hold discussions where students can share their experiences, insights, and feedback with their peers.
  - **Reflection Papers**: Assign papers where students analyze their experiences, connect them to course content, and reflect on their personal growth.

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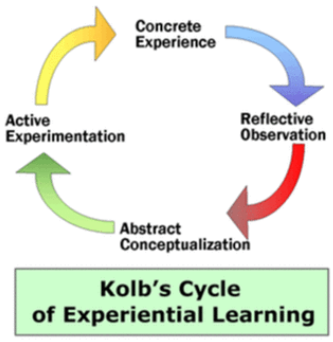
- **Guide Conceptualization**
  - **Theoretical Integration**: Help students connect their experiences with academic theories and concepts through guided discussions and readings.
  - **Concept Mapping**: Use concept maps to visually link experiences with theoretical frameworks and key concepts.

- **Encourage Application**
  - **Real-World Assignments**: Design assignments that require students to apply what they've learned to new and different contexts.
  - **Capstone Projects**: Implement comprehensive projects at the end of a course or program that synthesize learning and demonstrate application in a real-world setting.
  - **Internships and Practicums**: Provide opportunities for students to work in professional environments where they can apply their knowledge and skills.

## WHAT SHOULD I CONSIDER?



Kolb's Cycle of Experiential Learning

- **Concrete Experience**: Students participate in a community garden project.
- **Reflective Observation**: Students write journal entries about their experiences, challenges, and what they learned.
- **Abstract Conceptualization**: In class, students discuss their reflections and relate them to theories of sustainability and community development.
- **Active Experimentation**: Students develop and implement a plan to improve the community garden based on what they learned and the feedback from their reflections and discussions.