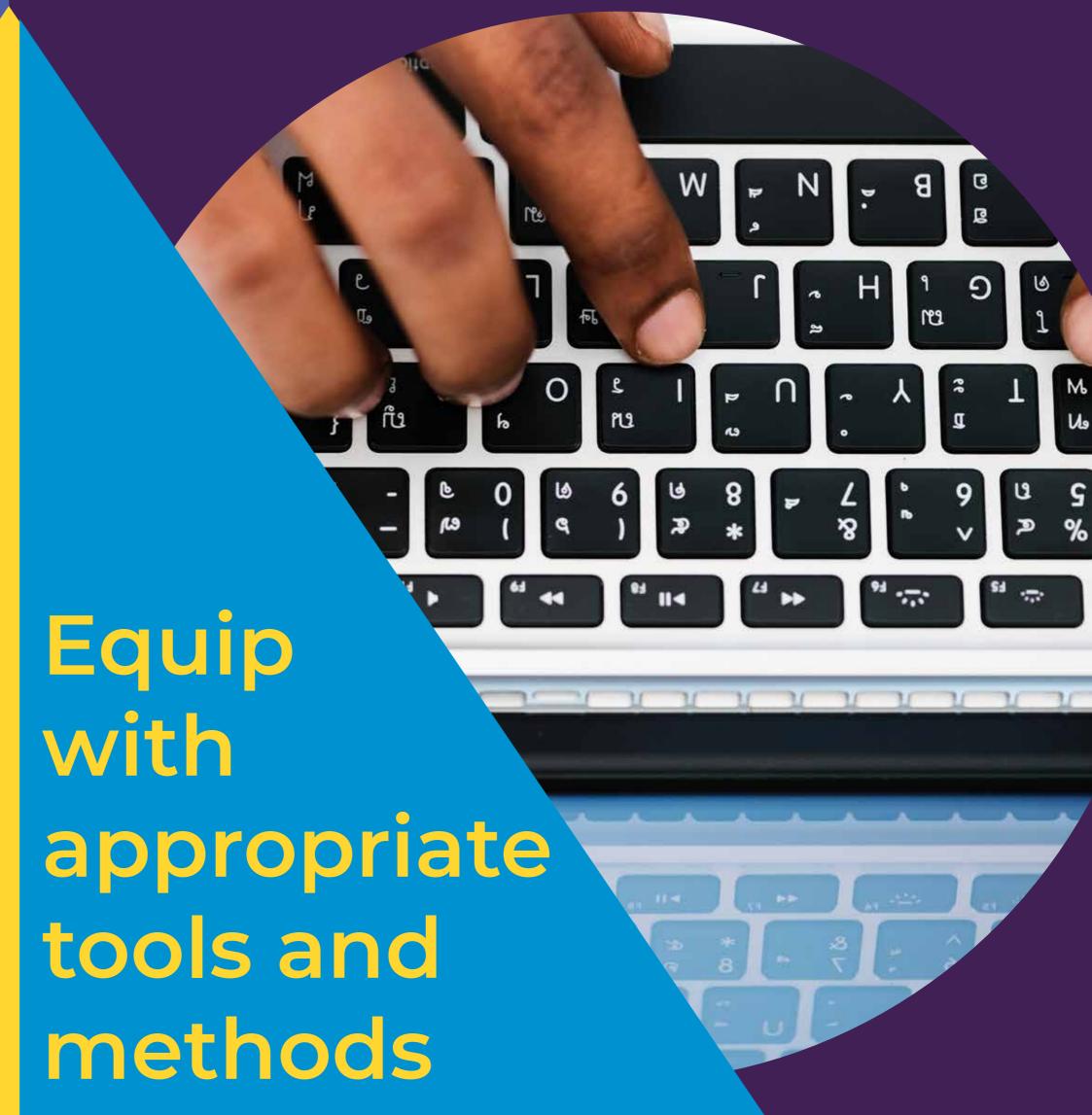


EDUCATOR'S ROLE

IN THE LEARNING EXPERIENCE:





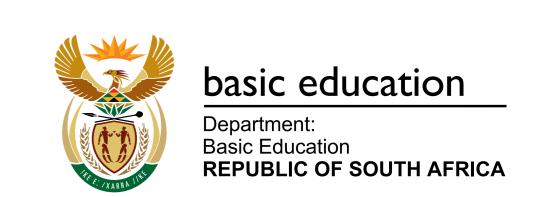
Create positive learning spaces







- to interactively mobilize and ethically use information, data, knowledge, skills, values, attitudes, and technology;
- to engage effectively and act across diverse 21st century contexts;
- to attain individual, collective, and global good.





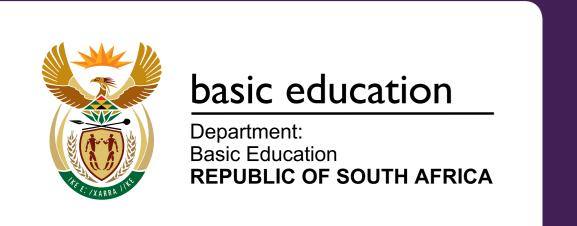
EDGAR DALE'S CONE OF EXPERIENCE

PEOPLE GENERALLY REMEMBER...
(LEARNING ACTIVITIES)

PEOPLE ARE ABLE TO... (LEARNING OUTCOME)

Define 10% of what they read Describe Read List Explain 20% of what they hear Hear View Images 30% of what they see Watch Videos Demonstrate Apply Attend Exhibits/Sites 50% of what they Practice see and hear Watch a Demonstration Participate in Hands-on Workshops 70% of what they say and write Analyze Design Collaborative Lessons Define Create Simulate, Model, or Experience a Lesson 90% of **Evaluate** what Design/Perform a Presentation - "Do the Real Thing" they do







KOLB'S EXPERIENTIAL LEARNING CYCLE







ENTREPRENEURIAL LEARNING

CONSTRUCTIVIST:

Construct own understanding and knowledge of the world through experience and reflecting on those experiences.

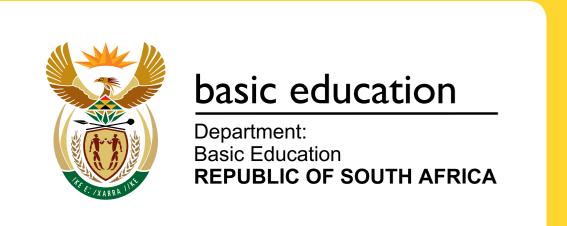
Emphasizes active engagement through

strategies such as talking (not just listening), writing (not just reading), interaction,

problem-solving, and other active approaches.

BEHAVIOURIST:

Emphasizes changing behaviour through rewarding correct performance.





FIXED MINDSET

- I'm either good at it, or I'm not.
- When I'm frustrated, <--I give up.
- I don't like to be challenged.
- When I fail, I'm no good.
- Tell me I'm smart.
- If you succeed, I feel threatened.
- My abilities determine everything.

GROWTH MINDSET

- I can learn anything I want to.
- When I'm frustrated,I persevere.
- I want to challenge myself.
- ••• When I fail, I learn.
- ••• Tell me I try hard.
- If you succeed, I'm inspired.
- My effort and attitude determine everything.



