

Name: _____ Date: _____

DIRECTIONS Read the following principles of experiential education. In your group, develop a way to present this information to the rest of the class. You may choose to rewrite the document, to act it out, to draw it out, or present the theory behind experiential education in some other way.

- **Participation** The learner is a participant rather than a spectator in learning.
- **Reflection** Experiential learning occurs when carefully chosen experiences are supported by reflection, critical analysis, and synthesis.
- **Relevant** Learning must have present as well as future relevance for learners and the society in which they will participate.
- **Engagement** Throughout the experiential learning process, learners are actively engaged in posing questions, investigating, experimenting, being curious, solving problems, assuming responsibility, being creative and constructing meaning.
- **Unpredictability** Individuals may experience success, failure, adventure, risk-taking, and uncertainty, since the outcomes of experience cannot be totally predictable.
- **Facilitation** Educator's primary roles include: structuring appropriate experiences, posing problems, setting boundaries, supporting learners, ensuring physical and emotional safety, and facilitating the learning process.
- **Learning from Mistakes and Successes** The design of the learning experience includes the possibility of learning from natural consequences, mistakes, and/or successes.
- **In-Depth Understanding** Learners develop an in-depth understanding of what theory from reading or lectures might mean in actual practice.
- **Relationships** Relationships are developed and nurtured: learner to self, learner to others, and learner to the world at large.

Excerpted from

Luckner, John L., and Reldan S. Nadler. *Processing the Experience: Enhancing and Generalizing Learning*. Boca Raton, FL: Kendall Hunt, 1997.