

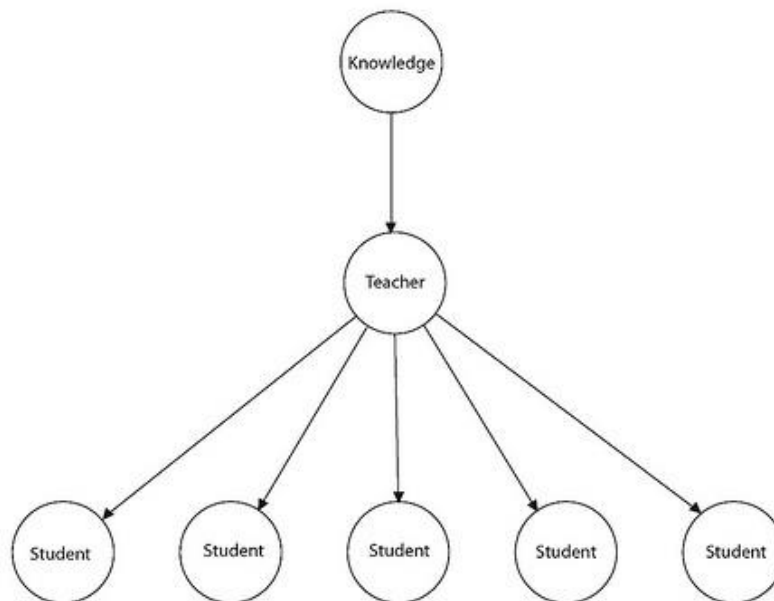
Facilitating Experientially

An experiential educator's role is to organize and facilitate *direct experiences of phenomenon* under the assumption that this will lead to genuine (meaningful and long-lasting) learning. This requires preparatory and reflective exercises.

Experiential education is often contrasted with *didactic education*, in which the teacher's role is to "give" information/knowledge to student and to prescribe study/learning exercises which have "information/knowledge transmission" as the main goal.

Traditional (Didactic) Education

The Instructor: In didactic instruction knowledge exists and the instructor transmits the knowledge to the student. This teacher-centered instruction allows the instructor to interpret, filter, and disseminate.



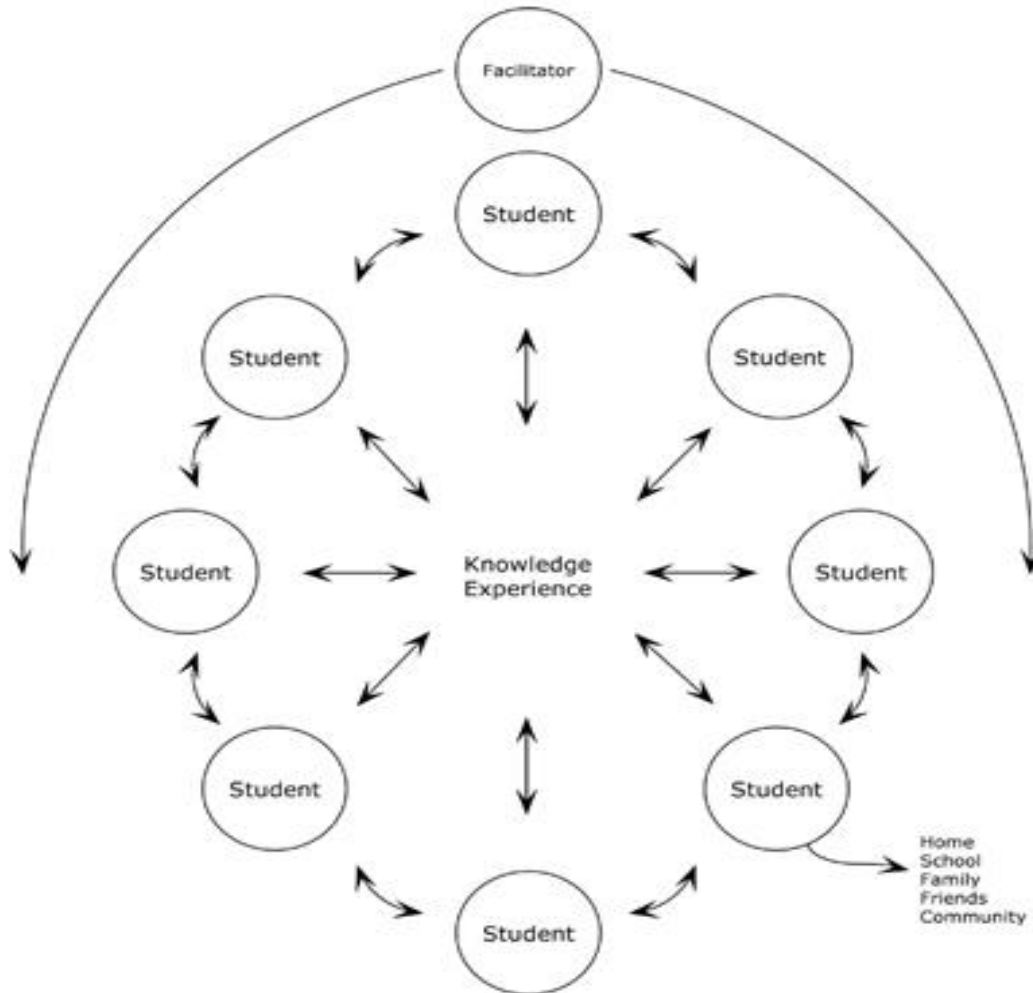
<http://www.flickr.com/photos/justinlincoln/2836568178/>



The Student: The student is often referred to as an empty vessel (Freire's Banking Model) or blank slate (*tabula rasa*) to be filled with knowledge via the instructor.

Experiential Education

In experiential education learning is an active and constructive process where knowledge is constructed by the interaction of the learner directly with the phenomena. The facilitator of learning works to engage the learners with the knowledge/experience and with each other.



The Learner: The learner is an active participant in learning where the individual's life experience, love, passion, bias, prejudice, - is intimately involved in the learning process. Groups of learners create learning communities.

Tenets of Teaching Experientially

Choosing the Experience

Audience Analysis

Schema

Scaffolding

Goals/Educational Outcomes

Learner Needs: Physical, Cognitive, Emotional, Spiritual

Environmental Factors

Props

Framing the Experience

Make learning outcomes overt or covert

How can the experience relate to real-world challenges facing the learner?

Metaphoric framing

Facilitating the Experience

What is facilitation?

Facilitating experientially

Your role as a facilitator

Participation by choice

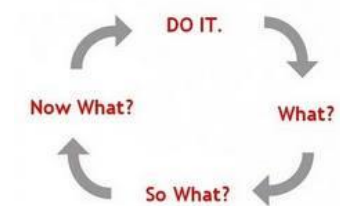
Processing the Experience

What, So What, Now What?

Make sense of what was seen and done

Identifying themes, challenges, and opportunities

How to process?



Transferring the Learning from the Experience

Application to the next event