



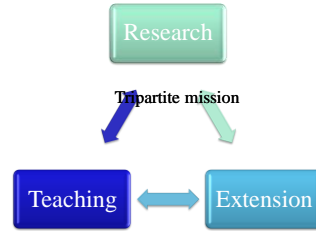
# Experiential Learning: Creating a Positive Learning Environment

AGNR 323  
Youth Development  
Spring 2010

Elaine Long Bailey  
Calvert County 4-H Educator

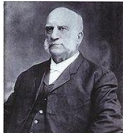


# Land Grant System's Tripartite Mission



# Father of Cooperative Extension

Seaman A. Knapp



[http://en.wikipedia.org/wiki/File:Seaman\\_Knapp.jpg](http://en.wikipedia.org/wiki/File:Seaman_Knapp.jpg)

**“What a man hears, he may doubt; what he sees, he may possibly doubt; but what he does himself, he cannot doubt.”**  
(International Adult & Continuing Education Hall of Fame, 1997).



# John Dewey

- Theory of experiential learning
- All learning is experiential
- Not all experiences are “educative.”



## Learning is . . .



- Purposeful
- Fun
- Dependent on many factors
  - Interest of learner
  - Topic presented
  - **How we present information**
  - **The learning environment**

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## Informal Learning

- Learner-centered experiential programs
- Use science knowledge to “do” science
- Science Inquiry in Action
  - Experience
  - Observation



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## Oyster Anatomy

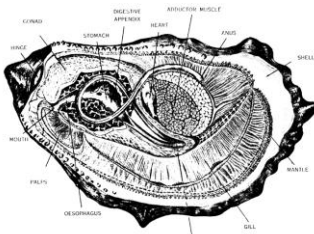


FIGURE 4. Anatomy of an oyster. From Handbook for Oyster Farmers, Division of Fisheries, Australia.

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## Oyster Anatomy



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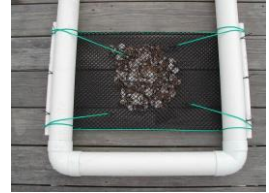
## Oyster Info



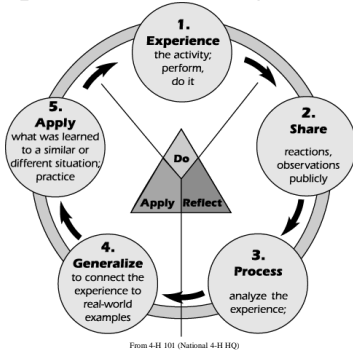
- Masterful at filtering
- Clean the water
- Food source
- Economic contributor



## How Do We Extend the Info?



## Experiential Learning Model



## Purposeful Learning

- What do we want our charges to learn?
- Determine OBJECTIVES
- Guide learning
- Measure progress
- Adjust programs, classes, etc.



## Top 10 Ways to Integrate S.E.T. into 4-H Projects

- 1. Think of Science as “Discovery”
- 2. Think of Engineering as “Imaginative Design”
- 3. Think of Technology as a “Tool”
- 4. Make time to question everyday occurrences
- 5. Remember that kids are naturally inquisitive and like puzzles
- 6. Engage 4-H members in experiments
- 7. Visit places in your community that relate to Science, Engineering and Technology
- 8. Share stories of using Science, Engineering and Technology in your life
- 9. Contact the Extension office to ask questions and get answers from the University
- 10. Ask 4-H members to share their ideas

University of Wisconsin 4-H SET 5/19/08

## Joplin’s Model of Experiential Learning



1. Focus-prepare
2. Action-experience
3. Support-help to ferret out answers or to understand concepts
4. Feedback-check understanding
5. Debrief\*-share/reflect

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## Hallmarks of Quality Educational Programs

- Learners recall prior knowledge
- Introduce new knowledge
- Connect prior knowledge with new information
- Internalize the “lesson”
- REFLECT on the lesson



Torock, 2009

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## Leadership Activity

- Get into groups of 4
- One representative draws a card
- Your group represents the person on the card
- Each group is to determine what the next building put up on campus should be, given the perspective of the person you represent.
- Share with the group

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## Think “outside the box”



## References

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- Loble, J. and Peronto, J. (2007). Experiential Learning in Workforce Preparation—An Application for Success. *Journal of Extension*, 45:3.\*\*
- Torock, J.L. (2009). Experiential Learning and Cooperative Extension: Partners in Non-Formal Education for a Century and Beyond. *Journal of Extension*, 47:6.



## Questions?

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