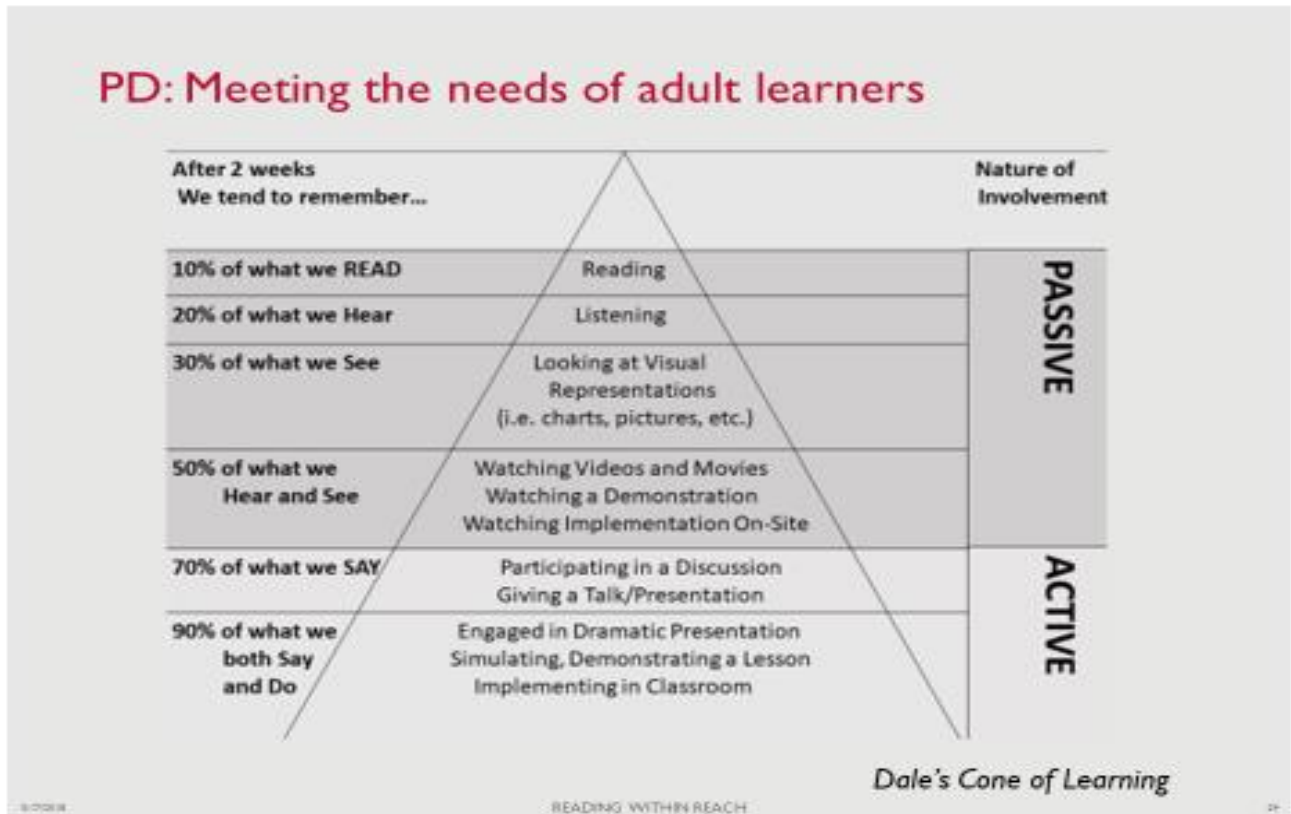


Webinar 5: Handout 1 Adult learning theory



Creating an environment for active learning includes:

- Icebreakers and energizers
- Hands-on activities that require participants to apply what they are learning
- Pairing and grouping participants for activities, discussions, reflections
- Demonstrations and practice of new instructional routines being learned
- Simulations (e.g., of a teacher conducting formative assessment, of a coach giving feedback to a teacher, etc.)
- Formative and summative assessment of participants' knowledge

Reference:

Lee, S. J., & Reeves, T. C. (2007). Edgar Dale: A significant contributor to the field of educational technology. *Educational Technology*, 47(6), 56.