

CONDITIONS FOR LEARNING

1. IMMERSION

Learner needs to be 'in' the environment or programme

2. DEMONSTRATION

Learner needs to observe and be shown relevant examples

3. EXPECTATION

User (or others) expect learning will take place.

4. ENGAGEMENT

Learner becomes convinced that this will be useful, and can be involved without (physical or psychological) fear.

5. RESPONSIBILITY

Learner makes own decisions about what is to be learned.

6. USE

Learner has time and opportunity to reflect upon, practise and use new ideas etc.

7. FEELING ONE'S WAY

Allowance to make mistakes without guilt. Being able to identify what happened and why.

8. RESPONSE

Feedback from knowledgeable others. For best results this feedback is relevant, timely, non-threatening and readily available.

Note

Within a group, everyone can assist the learning of others.