## ADULT LEARNING #0193

- 1) Before we can create a learning experience, we must first understand how adults learn best. Adults learn differently than children.
- 2) Children learn just because learning is fun. They learn through playing.
- 3) Walking, talking, and riding a bike are the three most difficult things for the human brain to master, and most people can do all of them by the age of six.
- 4) How did they do it? By playing. 100% of the people learn through play no matter what age.
- 5) What makes an adult learning experience different than a child's? Adults don't take the time or make the time to play. They don't think that playing is learning. They think learning is work; therefore, it can't be fun.
- 6) Once play is removed from the learning experience, it becomes more difficult. Gradually playing is replaced with lecture, reading, and reciting. Our experience of learning moves into a classroom at an early age.













- Only 1/3 of the population will learn well in the classroom. The other 2/3's of the population will begin to experience failure. They will begin to associate learning with failure at an early age.
- 8) In an organization, we need to hire all types of people. Some will do well in a classroom, yet most will not.
- 9) If one of our goals is to create a learning environment for all people, we do not want to use a classroom.
- 10)A classroom is not effective and it will not produce learning in 100% of the attendees.
- 11)Also, adults learn when they want to. Not just because it's fun to learn like children do, but only when they have a need to learn – and most times it is when they have an immediate need. We call this Just-In-Time learning.
- 12)Learning systems must be available to the learner NOW.
- 13)An adult learning attention span is ten minutes or less. After ten minutes, their mind will start to solve a different problem. Adults are bombarded with problems to solve and the mind is constantly trying to figure out more than one problem.













2



- 14) This doesn't mean that you can't place adults in an eight hour learning experience. But something must change every 10 minutes or the adult will mentally go elsewhere.
- 15) If you want to keep the adult's attention on your topic, change the activity, topic, delivery, or method every ten minutes.
- 16)Another thing to consider is the different levels of literacy. One of our goals is to guarantee that all learners leave the experience having the same level of understanding.
- 17) If our learning experience was designed for college level individuals, all people with literacy levels less than this would be left behind.
- 18)You might think this is OK, but what about doctors whose primary language is not English? They are smart people, but their literacy in English is sixth grade.
- 19)Keep it simple. Write your message to the lowest level of literacy possible. It might take several rewrites to achieve this message. It's not simple to create a simple message.
- 20)We recommend a sixth grade level for the message. This just means that words are simple, the sentences are short (10 words or less) and the paragraphs are small (about 3 sentences).











EVERY 10 MINUTES



- 21)Adults want to control the learning experience. They want to set the pace. When a teacher is present, they set the pace of the experience and not the learner. Too often the adult is left with frustration.
- 22)Let's review. A good learning system takes into consideration the variability of the total population. Since all people learn through play – make the experience fun. A little laughter is good!
- 23)Learners want to control the process. Use technology to deliver the learning in an automated way. Automation allows the learner be in control.
- 24)Do what you can to accommodate several languages. Automation can allow you to translate your message and deliver it to the learner in a different language.
- 25)It's time for a change. For 150 years, we have been providing educational experiences in a classroom.

26) It's time that managers implement a better learning system.





50 YEARS.. <sup>S TIME FOR</sup>



