# **INSPIRE CHANGE**

**Educational Strategies that Promote Lasting Change** 

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# **SESSION OBJECTIVES**

- 1) Compare the differences in learning between children & adults.
- 2) Identify at least (3) key concepts in designing effective educational curriculum.
- 3) Share educational resources & techniques that can be utilized after the conference with your target audience.
- 4) Others?



Who is in the room?

#### INTRODUCTIONS



#### INTRODUCTIONS

**Instructions:** Find one other person in the room and takes turns sharing the answers to the following questions:

- 1) Name
- 2) Where you are from?
- 3) How do you use education in working with community currently?
- 4) What was your favorite teacher & why?



#### **EDUCATION**



# WHAT IS IT?

EDUCATION IS THE MOST POWER WEAPO WHICH CAN USE to chang WOR

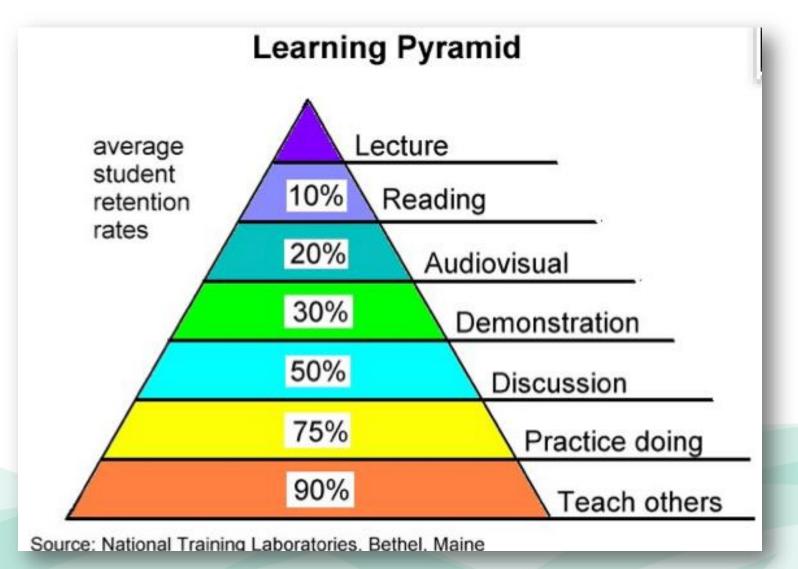
*Merriam-Webster's* Definition:

1a : the action or process of educating or of being educated also : a stage of such a process

2 : the field of study that deals mainly with methods of teaching and learning in <u>schools</u>



# WHAT IT IS NOT?





One size does NOT fit all!

#### **HOW DO PEOPLE LEARN?**



### **BRAIN SCIENCE**

Every time we learn a new fact, a new skill, every time we give a new response; our brain changes. this is Neuroplasticity! And this is true for adult brains too. so don't stop learning

- Aadil Chimthanawala



You Tube Video: *"How the Brain Works"* 

https://youtu.be/XSzsI5 aGcK4



### **HOW CHILDREN & ADULTS LEARN**

#### How Children and Adults Learn

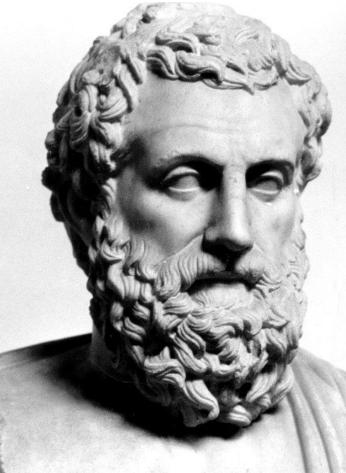
Children	Adults
<ul> <li>Rely on others to decide what is important to be learned.</li> </ul>	<ul> <li>Decide for themselves what is important to be learned.</li> </ul>
<ul> <li>Accept the information being presented at face value.</li> </ul>	<ul> <li>Need to validate the information based on experiences</li> </ul>
<ul> <li>Expect what they are learning to be useful in the future</li> </ul>	<ul> <li>Expect what they are learning to be immediately useful</li> </ul>
<ul> <li>Have little or no experience upon which to draw</li> </ul>	<ul> <li>Have much past experience upon which to draw</li> </ul>
<ul> <li>Little ability to serve as a knowledgeable resource</li> </ul>	<ul> <li>Significant ability to serve as a knowledgeable resource</li> </ul>
Encourages convergent thinking	Encourages divergent thinking
Use specific concrete thought	Use generalized abstract thought
Rote learning	Active learning
Subject centered	Task or problem centered
Motivated by external	Motivated by internal
<ul> <li>rewards/punishment</li> </ul>	incentives/curiosity

Peak Performance Center. 2019



#### **BRIEF HISTORICAL TIMELINE**

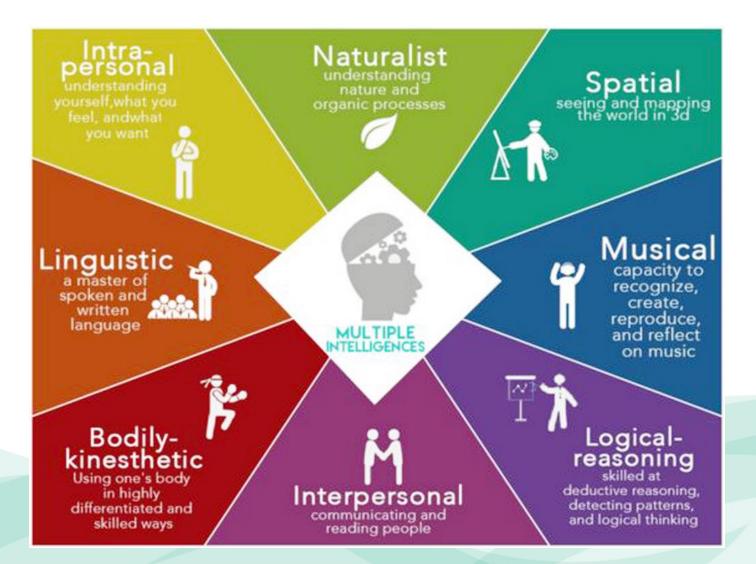








### MULTIPLE INTELLIGENCE THEORY Howard Gardner



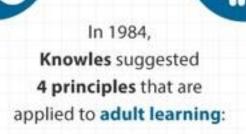


### ANDRAGOGY Malcolm Knowles



#### INVOLVED ADULT LEARNERS

Adults need to be involved in the planning and evaluation of their instruction.



#### PROBLEM-CENTERED

Adult learning is problem-centered rather than content-oriented. (Kearsley, 2010)



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#### ADULT LEARNERS' EXPERIENCE

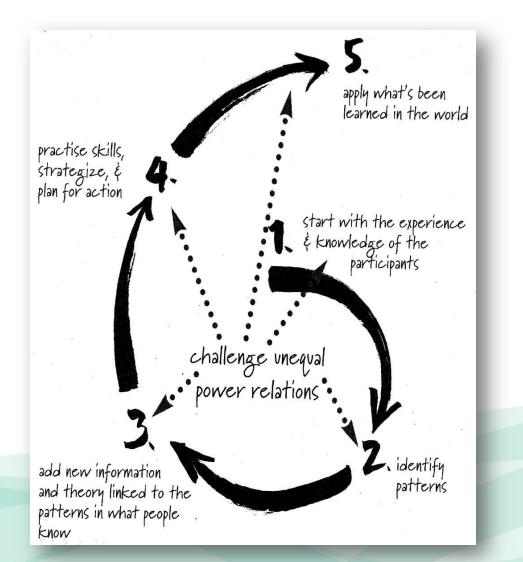
Experience (including mistakes) provides the basis for the learning activities.

#### RELEVANCE & IMPACT TO LEARNERS' LIVES

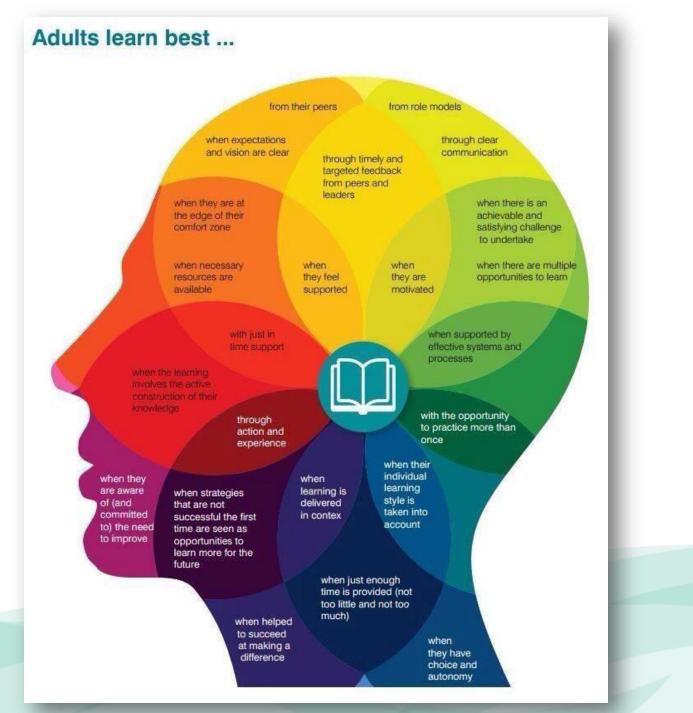
Adults are most interested in learning subjects that have immediate relevance and impact to their job or personal life.



#### POPULAR EDUCATION THEORY Paulo Freire







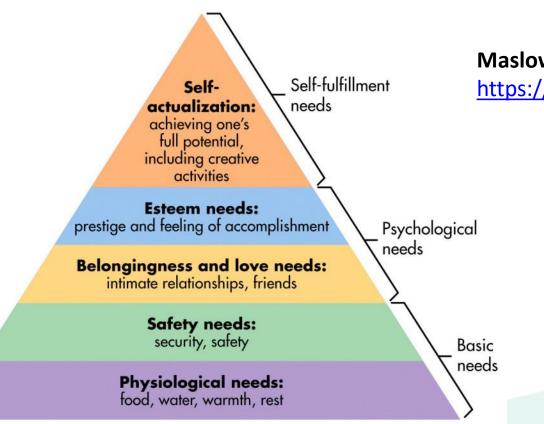


**Challenges to Learning** 

#### WHEN EVERYTHING GOES AWRY!



## **MASLOW'S HIERARCHY OF NEEDS**

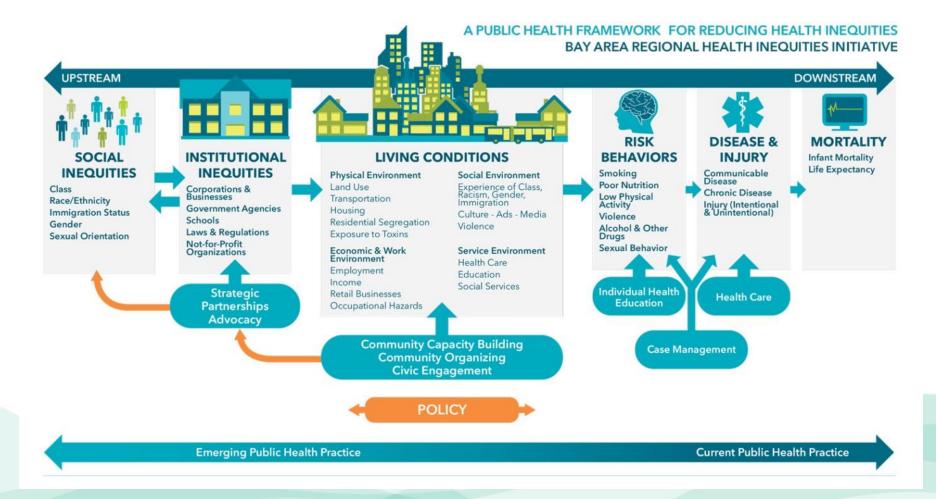


#### Maslow's Hierarchy of Needs

https://youtu.be/O-4ithG\_07Q



#### **SOCIAL DETERMINANTS OF HEALTH**





### **HEALTH LITERACY**

# patients with low HEALTH LITERACY...





# HEALTH LITERACY & CULTURAL COMPETENCY

#### **MORE THAN 80%**

of health information provided in a doctor's office is forgotten before patients or parents get home.

#### MORE THAN HALF of

the recalled information is remembered incorrectly.<sup>1,2</sup>









Communication, Print, and Technology....Oh My!!

#### **DESIGN BEST PRACTICES**



And Public Health England

AVOID OR MINIMIZE

**USE OF ALCOHOL** 

6

MANAGE STRESS FOR

YOUR PHYSICAL AND MENTAL HEALTH

World Health

Organization

#### **PRINT MATERIALS**

- **Vocabulary & Sentence** • **Structure**
- **Organization of Ideas** •
- Layout & Design Elements .
- Limit the number of messages •
- Give the user specific actions & • recommendations.
- Supplement instructions with • visuals.
- Use at least 12 point font. •
- Keep line length between 40-• 50 characters.
- Leave plenty of white space • around the margins & between sections
- Use captions or cure to point • out key information.



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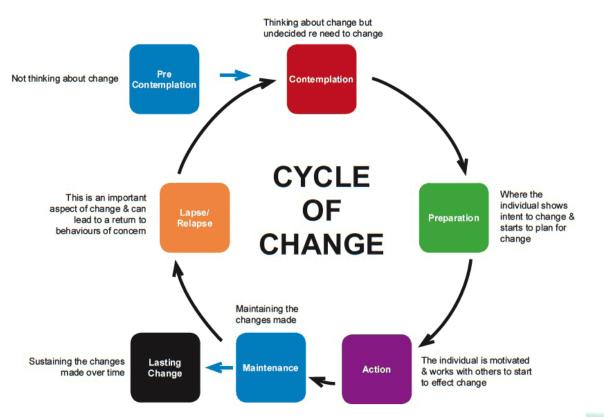
11 **REGULARLY CHECK** YOUR HEALTH

12 BREAST FEEDING: **BEST FOR BABIES** 

9th Global Conference on Health Promotion SHANGHAI 2016

#### COMMUNICATION

- Important to share the why they need to know this information.
- Consider the experience & background of the learner.
- Make the content relevant through stories, applications, activities, or discussion.
- Integrate emotionally driven content.
- Keep cognitive overload in mind.
- Process should be positive & encouraging for the learner.

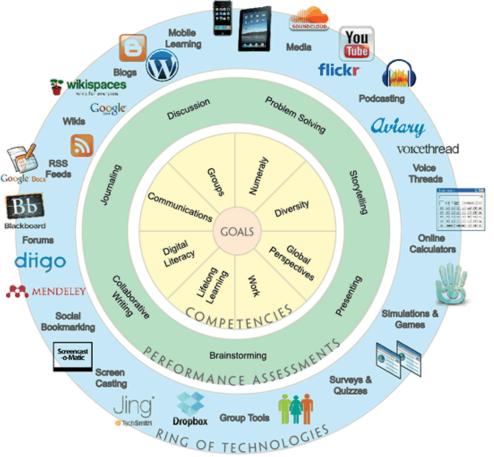




#### EDUCATIONAL TECHNOLOGY

- Enhance text with video or audio files.
- Include interactive features & personalized content.
- Use uniform navigation.
- Organize information to minimize searching & scrolling.
- Give users the option to navigate from simple to complex information.









#### **READY, SET, ACTION**

# **ACTIVITY STATIONS**

#### **Instructions:**

- 1) Everyone will receive a number (1,2,or 3).
- 2) Walk to your initial station and complete the task.
- 3) Once the bell rings, switch to the next station.
- 4) The bell will ring again, so you can visit the remaining station.



When in Doubt.....

# RESOURCES, RESOURCES, RESOURCES





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THANK YOU FOR YOUR PARTICIPATION!!