

## Application of Andragogical Principles

- Students design or select activity, topics, options
- Students create / modify rubric
- Students design quiz questions
- Ground topic in personal experience
- Compare/contrast experiences
- Ask or survey students about experience
- Role play
- Plan use of skill / transfer
- Provide a reason to learn (problem-solve in realistic context)
- Cases, scenarios
- Simulations
- Failure examples
- Work tools, websites
- Group projects
- Reflect/observe
- Self assessment
- Share / pool knowledge
- Abstract and analyze.
- Plan future application – in career; in life
- Predict what will be on exam
- If below ZPD: break into chunks or steps
- Assign problem-solving tasks
- Survey students about skills/knowledge
- Self-assessment of skills/ knowledge
- Assign early task to gauge their skills
- Provide cues, clues, elaborations, clarification, suggestions, reminders
- Provide prompts, questions, probes, requests, redirection
- Provide simplified solutions
- Provide emotional support, encouragement
- Provide role modeling
- Focus attention
- Encourage self-monitoring, reflection
- Remove supports over time
- Peer feedback building to instructor feedback
- Pacing / process should be flexible, individualized
- Paired feedback, small group feedback
- Post-activity description of action and outcome