## Session Information

# 2015 Process Education Conference

# L2L: A View from the Top of the Tower

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#### Abstract:

During this workshop participants will gain a greater understanding of the Learning to Learn Camp and Process Education through experiencing an actual activity. Additionally, facilitators will share their journey of developing contextualized Learning to Learn Camps and classes (nursing, allied health and veterinary tech programs). Statistics will show the successful impact that the Learning to Learn Camps on graduation rates at the Hinds Community College, Nursing and Allied Health Center.

#### Learning Outcomes:

Participants will identify:

- 1. Specific learning skills used in the activity
- 2. Facilitation strategies used in the activity
- 3. Strategies that can be immediately incorporated into current classroom (or meeting).

#### Activity Learning Objectives

- 1. Develop teamwork skills in a fun, problem -solving environment
- 2. Identify and then select team roles which will help your team efficiently solve a specific design problem
- 3. Appreciate the value of agreeing on a plan for your design before you begin building

#### **Facilitation Plan:**

1. Pre-reading: Experience 8: Performing in Teams and within a Community; *Learning to Learn: Becoming a Self-Grower* by Apple, Morgan, & Hintze. (Used by permission.)

Be familiar with team roles with responsibilities.

- 2. Gather anecdotal information about participants' knowledge of and experience with Learning to Learn Camps.
- 3. Work in teams of four (or as needed based on attendance of session) to complete the activity.
- 4. Reflection of activity
  - a. Specific learning skills used in the activity
  - b. Facilitation strategies used in the activity
  - c. Strategies that can be immediately incorporated into current classroom (or meeting).

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# Activity Resources:

- 1. Learning to Learn: Becoming a Self-Grower
- 2. Team Role Tents
- 3. Sample assignment (handout)
- 4. Report Forms (handout)
- 5. Student works

### **Resources Needed:**

- 1. Computer and projector with internet access and usb port
- 2. An assigned recorder to collect proceedings and session assessment
- 3. Session Assessment tool