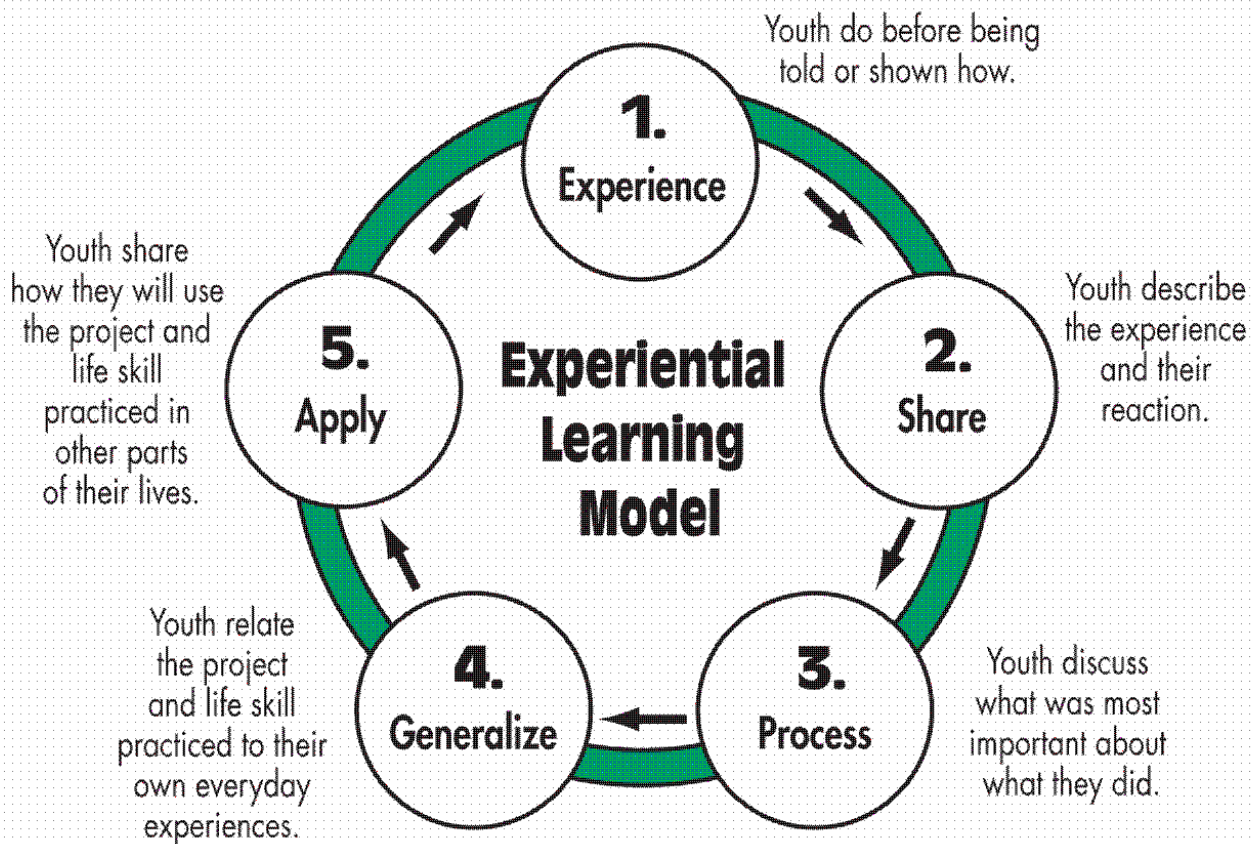




The Experiential Learning Model

The role of the facilitator is to help youth process information on a deeper level and develop strategies for lifelong learning. The model of experiential learning engages youth and encourages learning-by-doing. Experiential learning takes place when a person is involved in an activity, looks back at it critically, determines what was useful or important to remember and uses this information to perform another activity. 4-H youth programs promote life skill development through this type of experiential learning (Joplin, 1995). Pfeiffer and Jones' experiential learning model is commonly used in 4-H, although other models of experiential learning work well with SET curriculum (Kolb's Learning Model (1975) and Bybee's Learning Cycle (1977)). The steps for the five step model are outlined and provided in diagram below:



Pfeiffer, J.W., & Jones, J.E., "Reference Guide to Handbooks and Annuals"
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