
Disney Experiential Learning Course

Contact: College Program Education
Suite #703, Vista Way
P.O. Box 10000
Lake Buena Vista, FL 32830

Tel: (407) 827-1244
Fax: (407) 560-8899

THE DISNEY EXPERIENTIAL LEARNING COURSE FOCUS

Credit Recommendation: In the upper-division baccalaureate degree category, three semester hours in education, adult education, education theory, or training and development. (3/14)

The Disney Experiential Learning Course combines academic classroom education with a variety of self-directed learning opportunities. Classroom instruction centers on theories of adult learning, experiential learning, learning organizations, and conversational learning. Participants will explore a variety of learning styles and experiences to develop an understanding of their learning preferences. By gaining an insight into one's personal learning preferences, individuals could increase their effectiveness in many arenas including career, personal relationships, and interpersonal communication. Students will have the opportunity to apply classroom learning in a group research project. Research will be focused on an organization and how that organization is applying Experiential Learning Theory in their operation. After acquiring a base knowledge from research, students will use the data acquired to propose strategies and tactics they can utilize in their future to increase their effectiveness. The Disney Experiential Learning Course also utilizes an Online Learning Community as a communication and learning tool.

THE DISNEY EXPERIENTIAL LEARNING COURSE OBJECTIVES

- Examine the importance of adult education and a commitment to life-long learning
- Develop transferable skills and knowledge related to adult learning styles
- Integrate experiential learning, academic learnings, and work-related experiences to their Experiential Learning assignments
- Differentiate the historical foundations of adult and experiential learning (John Dewey, Kurt Lewin, Malcolm Knowles, Jean Piaget)
- Appraise the experiential learning theory of David Kolb
- Use an understanding of individuality in learning through personal learning styles to increase interpersonal effectiveness
- Assess the value and uses of Conversational Learning
- Describe the components of a Learning Organization
- Examine the importance of adult education and a commitment to life-long learning
- Develop transferable skills and knowledge related to adult learning styles
- Integrate experiential learning, academic learnings, and work-related experiences to their Experiential Learning assignments

THE DISNEY EXPERIENTIAL LEARNING COURSE REQUIREMENTS

ATTENDANCE:

Attendance is required for all of *The Disney Experiential Learning Course* classes. This is an interactive course that requires each participant's involvement. All students will be allowed two absences with or without excuse (student does *not* need to call instructor), however any absences will affect the participant's final grade. On the third absence **the student will automatically be dropped from the course.**

COURSE ACTIVITIES AND ASSIGNMENTS:

The primary focus of this course is for students to learn through experiences. To validate these experiential learnings, students are required to complete several brief assignments and papers.

GRADING POLICY:

Group Project: Paper & Presentation.....	25%
Group Project Individual Content	15%
Learning Styles Profile Activity.....	15%
Comparative Analysis Paper.....	15%
Education through Entertainment Activity	10%
Choice Activity	10%
Attendance	10%

The Disney Experiential Learning Course is a pass/fail course. In order to earn a passing grade, you must receive an overall score of 70% or better.

Class Meeting	Learning Outcomes	Assignments to be Completed Prior to Class
1. Introduction and historical foundations (3 hours)	<ul style="list-style-type: none"> Establish course expectations and objectives Define learning and experiential learning Explore the historical foundations of adult learning theory through the work of John Dewey, Kurt Lewin, and Jean Piaget 	
2. Adult and Experiential Learning (3 hours)	<ul style="list-style-type: none"> Apply the core principles of Andragogy Appraise the adult learning theory of Malcolm Knowles Discuss David Kolb and the Experiential Learning Model 	<ul style="list-style-type: none"> Begin reading <i>A Funny Thing Happened on the Way to the Future</i> Consider options for Choice Activity
3. Individuality in Learning (3 hours)	<ul style="list-style-type: none"> Explain how individuality in learning develops Compare and contrast Kolb's learning styles Apply Kolb's learning styles 	<ul style="list-style-type: none"> Continue reading <i>A Funny Thing Happened on the Way to the Future</i> Complete Kolb's LSI Online
4. Education through Entertainment (3 hours)	<ul style="list-style-type: none"> Examine the theory of Education through Entertainment 	<ul style="list-style-type: none"> Complete Choice Activity Groups decide on topic and build thesis
5. Learning Organizations (3 hours)	<ul style="list-style-type: none"> Describe the work of Peter Senge and the concept of a learning organization Apply David Kolb's experiential learning model to the concept of learning organizations 	<ul style="list-style-type: none"> Complete Learning Styles Profile Activity
6. Conversational Learning (3 hours)	<ul style="list-style-type: none"> Define conversational space Appraise conversational learning Begin group formation and development of thesis for project 	<ul style="list-style-type: none"> Complete Learning Styles Profile Activity Complete Comparative Analysis Paper
7. Circuit Learning I (3 hours)	<ul style="list-style-type: none"> Demonstrate individual learning styles in a variety of brief learning opportunities Appraise ability to flex learning style to be successful in various learning environments 	<ul style="list-style-type: none"> Complete Group Project Outline
8. Circuit Learning II (3 hours)	<ul style="list-style-type: none"> Evaluate the impact of engaging in alternate learning styles on overall perception of learning Examine impact of learning style on effort applied to success in a learning environment 	<ul style="list-style-type: none"> Complete Individual Content of group project
9. Lifelong Learning (3 hours)	<ul style="list-style-type: none"> Describe lifelong learning Explain David Kolb's view of connection between experiential and lifelong learning Examine personal lessons gained and their relation to continued emphasis on lifelong learning 	<ul style="list-style-type: none"> Complete Outline for group presentation Complete Group Project - Paper

Class Meeting	Learning Outcomes	Assignments to be Completed Prior to Class
	<ul style="list-style-type: none"> • Demonstrate understanding of creating a learning team • Defend and support thesis 	
10. Learning in an Organization (3 hours)	<ul style="list-style-type: none"> • Evaluate the value of experiential learning to success in a team environment • Apply knowledge of learning styles in group activity • Explore corporate applications of learning styles 	
11. Conclusion and Presentations (3 hours)	<ul style="list-style-type: none"> • Demonstrate understanding of creating a learning team • Defend and support thesis 	<ul style="list-style-type: none"> • Group Project - Presentation