99 Seconds on Fluency

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Fluency

Fluency is accuracy plus speed, or doing the right thing without hesitation. It is sometimes called unconscious competence or automaticity.

Fluency ROI

Achieving fluent performance results in better retention and maintenance of learning, improved endurance and resistance to distraction, and greater application or transfer of training. These learning outcomes all contribute directly to ROI for performance improvement investments.

Practice is active responding

We only achieve fluency through *practice*, in conjunction with environments that ergonomically support smooth, efficient responding.

Practice is active responding, actually doing something over and over again to achieve more efficient, confident, masterful performance.

Multiplying response opportunities

Much of fluency-based learning design is about *multiplying opportunities for active responding* so that individuals can learn faster and achieve higher levels of performance, i.e., *fluent* performance. For example, if we can provide individuals with ten opportunities to respond in a period of time, rather than merely one, we have found an *opportunity multiplier* of x10.

Example of an opportunity multiplier

In a typical classroom, the instructor might suggest a topic for discussion, e.g., "fluency." A typical group discussion would allow one person to speak at a time for perhaps half a minute. That's 2 per minute active responses in the room. Here's a procedure that multiplies responding by x10 to x100 or more:

- 1. Before sharing, each person spends 1 minute jotting down (abbreviating) as many ideas, responses, or relevant phrases as possible (usually 3 to 15 per minute in the beginning, 25-35 per minute or more for experts on a topic).
- 2. Group then shares ideas/responses. Result: x10 x100 more opportunities.

My one minute on fluency

Here are the words and phrases I jotted down (abbreviated) in a minute :

accuracy plus speed	confidence	fun
active responding	retention	endurance
application	automaticity	ROI
second stage learning	smooth	improvisation
easy	skilled	masterful
true mastery	better results	gap in most programs
research based	games	sports
musical performance	time dimension	pace and quality
knowing by heart	competence	attention span
practice	ease of use	exemplary