

IPTC 2002 participant learning stream practices with Og

Learner action starts all streams

Many PT folk using learning channel matrices think that a stimulus starts the channel. Wrong! All stages of all learning channels and streams are learner behavior, learner ACTION.

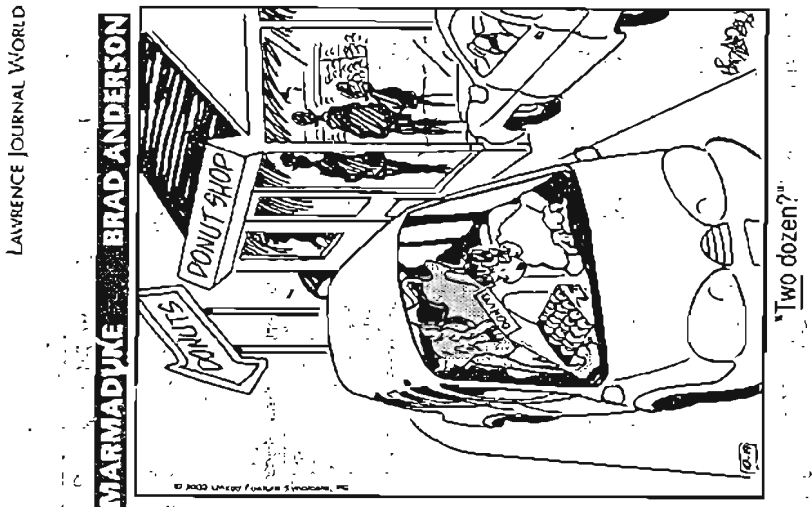
The more precise and the more overt the action, the more accurate the performance and the more rapid the learning. Prove it with these two demos.

Count vs PointCount vs PointCntMark doughnuts

- First Count by eye alone the doughnuts in the box in cartoon picture below. How many times did you count? _____ What's your final count? _____
- Second, PointCount doughnuts with your finger alone. How many times did you count? _____ What's your final count? _____
- Third, PointCount to each doughnut with your pencil point as you count. How many times did you count? _____ What's your final count? _____
- The more precise the pointer the easier and more accurate the count.
- Fourth, PointCountMark with your pencil each doughnut as you count it. How many times did you count? _____ What's your final count? _____
- The mark records count, letting you interrupt counting without losing count.

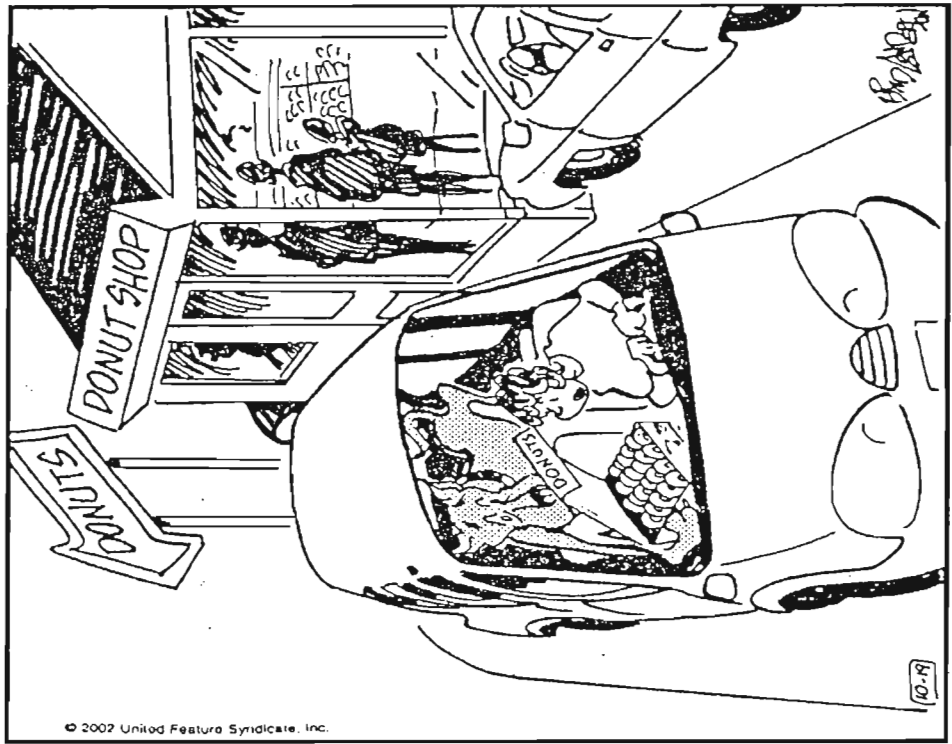
GlanceCount vs GlanceClickCnt people in room

- First, rapidly GlanceCount each person in your head as you glance at them. How many times did you count? _____ What's your final count? _____
- GlanceCount - you probably lost count at some point.
- Second, GlanceClickCount clicking your teeth as you count each person. How many times did you count? _____ What's your final count? _____
- GlanceClickCount - much easier, and more accurate right?
- Your teeth click adds another movement to your glance, strengthening your 1 stage 3 parallel channel stream. "Richer the stream, stronger the learning!"



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MARMADUKE BRAD ANDERSON



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"Two dozen?"