
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 lower division baccalaureate/associate or upper division baccalaureate degree category, this course has been recommended by the American Council on Education for three semester hours in Hospitality Management or Education. (2/00) (1/03) (12/05) (8/08) (4/11)

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

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

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 Work	15%
Learning Styles Profile Activity	15%
Reflection 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"> • Define and apply the core principles of Andragogy • Explore the adult learning theory of Malcolm Knowles • Introduce 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>
3. Individuality in Learning (3 hours)	<ul style="list-style-type: none"> • Gain an understanding of how individuality in learning develops • Explore Kolb's learning styles • Apply Kolb's learning styles 	<ul style="list-style-type: none"> • Complete Kolb's LSI Online • Print graph and bring to class • Plan Choice Activity
4. Conversational Learning (3 hours)	<ul style="list-style-type: none"> • Define conversational space • Discuss conversational learning • Begin group formation for project 	<ul style="list-style-type: none"> • Complete Learning Styles Profile Activity
5. Learning Organizations (3 hours)	<ul style="list-style-type: none"> • Introduce 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"> • Reflection Paper • Appropriate proof of group project milestone completion
6. Education through Entertainment (3 hours)	<ul style="list-style-type: none"> • Explore the theory of Education through Entertainment 	<ul style="list-style-type: none"> • Continue group work
7. Circuit Learning I (3 hours)	<ul style="list-style-type: none"> • Explore individual learning styles in a variety of brief learning opportunities • Demonstrate ability to flex learning style to be successful in various learning environments 	<ul style="list-style-type: none"> • Appropriate proof of group project milestone completion
8. Circuit Learning II (3 hours)	<ul style="list-style-type: none"> • Examine likes/dislikes in using alternate learning styles • Discover impact of learning style on effort applied to success in a learning environment 	<ul style="list-style-type: none"> • Choice Activity • Appropriate proof of group project milestone completion
9. Learning in an Organization (3 hours)	<ul style="list-style-type: none"> • Discuss 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 	<ul style="list-style-type: none"> • Group Project - Paper

Class Meeting	Learning Outcomes	Assignments to be Completed Prior to Class
10. Lifelong Learning (3 hours)	<ul style="list-style-type: none"> • Define lifelong learning • Explore David Kolb's view of connection between experiential and lifelong learning • Discuss personal lessons gained and their relation to continued emphasis on lifelong learning • Demonstrate understanding of creating a learning team 	<ul style="list-style-type: none"> • Group Project - Presentations
11. Conclusion and Presentations (3 hours)	<ul style="list-style-type: none"> • Demonstrate understanding of creating a learning team 	<ul style="list-style-type: none"> • Group Project - Presentations