



The Critical Skills Experiential Learning Cycle

DEFINITIONS

CRAFTING

Drawing appropriately from the curriculum and from attitudes, skills, and knowledge, to enable the design of high quality, outcome-driven challenges – academic challenges, challenge scenarios and real life problems.

COACHING

Moving students through an experience and the process of reflection on that experience. Coaching is the skillful and timely use of the related roles facilitator, mentor, source of inspiration, sage, co-learner and mediator – employing tools that strengthen work toward the desired outcomes.

ASSESSING

Opening and maintaining a reflective and personalized dialogue with students regarding their growth along desired outcome paths..

CONNECTING

Creating clear bonds among experiences that build on one another and promote a synthesis of knowledge and skills.

1996 Critical Skills Program