



# Experiential Learning: Tenerife through Nature & History

Language Campus, La Laguna,  
Tenerife

July 2025  
Version 22

# The Cycle



## THE EXPERIENTIAL LEARNING CYCLE

David Kolb's work on the experiential learning cycle is among the most influential approaches to learning. The experiential learning cycle is a four-step learning process that is applied multiple times in every interaction and experience: Experience – Reflect – Think – Act.

It's a learning process initiated by a concrete **experience**, which demands **reflection**, review and perspective-taking about the experience; then abstract **thinking** to reach conclusions and conceptualize the meaning of the experience; leading to a decision to **act**, engaging in active experimentation or trying out what you've learned.

This cycle is so natural and organic that people engage in it without being aware that they are learning. It happens almost effortlessly all the time and is constantly transforming our lives. Most people have preferences for the way they use this learning cycle, focusing on some modes more than others.



## Taking a mock exam

### Thinking and acting:

- *I spent too long on the reading section so I will limit time spend on it and apply two-pass method*
- *I got very stressed in the speaking exam, so I will practice speaking with a partner*



### Reflecting:

- Which part did you do well / needs improvement?
- Did you have enough time for each part?
- Did you encounter any unfamiliar structures / vocabulary?
- Which exam techniques did you apply? How successful were they?

# Learning from Direct Experience

Sensory

Physical

Emotional

Social

Responsibility

Failing!

*“You had to be there.”*

*“Don’t knock it till you’ve tried it.”*

# Learning from direct experience at school

- **Science Experiments:**

- Performing experiments in science class
- students directly observe and manipulate variables
- deeper understanding of scientific principles



- **Field Trips:**

- Visiting museums, historical sites, or natural habitats
- students have opportunity to learn firsthand about topics being studied in class



# Learning from direct experience at school

- **Outdoor Education:**
  - Camping, hiking, environmental conservation projects
  - fosters learning about ecosystems, teamwork, and survival skills
  
- **Simulations:**
  - Simulating real-life scenario e.g. mock trials in law or business simulations in economic
  - students apply theoretical knowledge in a practical context



# Learning from direct experience at school

- **Art and Music Performance:**
  - Practicing and performing in art or music class
  - students learn through process of creating, rehearsing, and presenting
  
- **Role-Playing Exercises:**
  - Role-playing activities, e.g. historical reenactments or simulations of social situations
  - students develop empathy and understanding of different perspectives



# Reflecting on Direct Experience - possible questions



- What were the main objectives of the experiment? Did we achieve those objectives? Why or why not?
- What were the key variables we manipulated in the experiment, and how did they affect the outcome?
- What were some unexpected results or observations during the experiment, and how did they influence our understanding of the topic?
- How did the experiment compare to our predictions or hypotheses? What factors contributed to any differences?

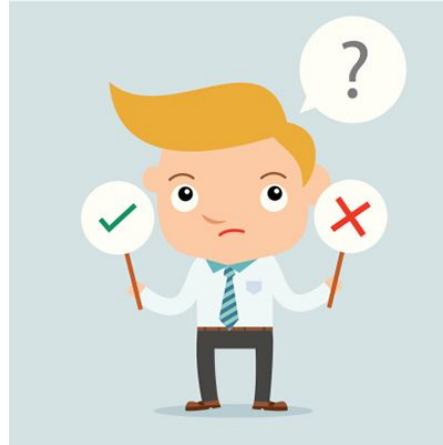


- What were the main features of the ecosystem we observed? Describe the interactions among different organisms and their environment.
- What role did each organism play within the ecosystem? How did they depend on each other for survival?
- What human activities did we observe impacting the ecosystem? How do these activities affect the balance and health of the ecosystem?



# Learning from Direct Experience: Pros and Cons

- Engagement + active participation
- Improved retention
- Better understanding
- Developing practical skills
- Promoting creativity + innovation



- Time
- Resources
- Safety
- Variable learning outcomes

# Guiding Multimedia Input (CLIL Concept)

example: *Lapilli*

13:28

82%

8 of 20



Volcanic eruptions produce three types of material: gas, lava and fragmented debris called tephra.

True

False

SUBMIT ANSWER

Socrative

**Day 1:** text + image = Socrative quiz

**Day 2,3:** audio + text + real object outdoors = excursion



**Day 4:** text + audio + real object = museum

