

PRACTICAL ACTIVITY: Know your best skills in action

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EntreComp Competence Framework:

INTO ACTION: Learning through experience

Intermediate level: Learners can reflect and judge their achievements and failures and learn from these

Purpose and recipients

The main aim of this activity is to:

- To define the main concept of “Learning through experience”
- Definition of experiential learning
- The learning process cycle during the learning experience: Kolb’s Theory
- The 6 Biggest Benefits of Work Experience

Learning outcomes

This practical activity is regards to the concept of Learning by doing or experiential learning is a method of educating through first-hand experience. Throughout the experiential learning process, the student (you) is actively engaged in posing questions, investigating, experimenting, being curious, solving problems, assuming responsibility, being creative and constructing meaning. Experiential learning can include internships, studies abroad, field trips, field research, entrepreneurship, experiments, work experience, service-learning projects and countless other opportunities.

Description of the activities and exercises

You need to be able to learn from your experiences Understanding Different theories concerning Experimental Learning How could you, as an entrepreneur, learn through experience?

Step 1

Answer the following questions about yourself:

1. What skills do you enjoy using?
2. What do you want to get out of work?
3. What do you want your working environment to look like?

Step 2

Watch the following video: Emma Rosen Ted Talk <https://youtu.be/8Swu8iiuFx4>



Step 3
Write down your Key Reflections on Learning Through Experience
Methodology
<p>The intention of this exercise is to reflect about:</p> <ul style="list-style-type: none"> • What experiences have been the most memorable and why? • What have I learnt from my experiences? • What was the best and worst thing about my experiences? • Is there any career I now know I would not enjoy? Why? • Is there any career I now know I would love? Why?
Supporting resources
Entrecom4ALL project Entrepreneurship4ALL project
Duration: 2 hours
Competence level: EQF 3 - Intermediate level: Learners can reflect and judge their achievements and failures and learn from these

