

Tips and Tricks for Learner Engagement Strategies:

- **Learner Engagement**

- There are many effective ways to engage adult learners.
- Thaiqi developed Universal Principles of Adult Learners
<https://pedialink.aap.org/File%20Library/About%20AAP%20CME/Gaps-and-Needs-Assessment-Information.pdf>.
 - A. Principle of Relevance**
 - a.** Develop educational activities that the learners can relate to in their everyday work environment. Educational activities should be relevant to the needs of the learners.
 - B. Principle of Previous Experience**
 - a.** Try to expand upon what the learners already know. It may be helpful to collect information beforehand to gauge where the learners currently are.
 - C. Principle of Self Direction**
 - a.** Allow the learners to be involved. Participants will gain more from the activity if they are actively involved, and not just passively listening.
 - D. Principle of Expectations**
 - a.** Help learners develop realistic expectations. They will probably not walk away from an educational activity being an expert in what they just learned. It will take time to implement changes in practice.
 - E. Principle of Self-Image**
 - a.** Provide learners with reassurance and motivation.
 - F. Principle of Active Learning**
 - a.** Learners will retain more knowledge when they are actively participating verses passively listening to a speaker.
 - G. Principle of Practice and Feedback**
 - a.** Provide the learners with constructive feedback.
 - H. Principle of Individual Differences**
 - a.** Try to incorporate a variety of different teaching methods so as to engage all types of learners.

- **Helpful Strategies for Presenters**

- Focusing on one learning outcome for the entire activity is okay.
- It may be helpful to start out your educational activity by asking the learners “What is the one thing you want to know (or be able to do) when you leave this session?”
- Participants will have differences in what they want to take away from the educational activity, but that is okay.
- Plan ahead for appropriate and purposeful strategies to actively engage learners – adding things because they’re “fun” or “because I have to do something” rarely works

