

# Motivating Adult Learners

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I'm a trainer who trains trainers to train trainers to train trainers

Solutions in your community

Research & Education



# Motivating Adult Learners

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She's my trainer



### Born to Learn!





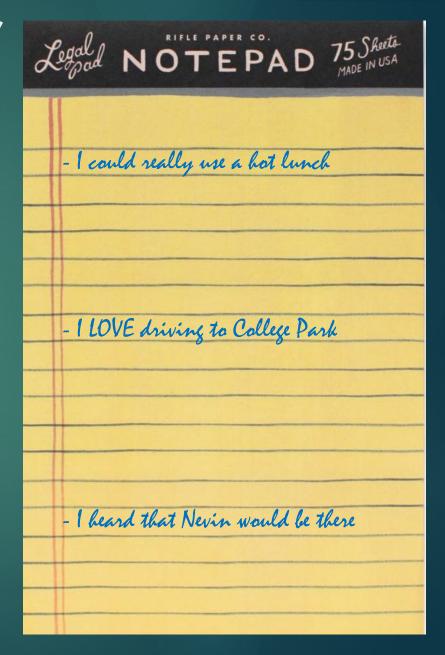
#### Born to Learn!

- Motivation to learn is a trait all humans share
  - Necessary for survival
  - ▶ We are attracted to novelty
  - We actively assimilate new info and skills and apply them



## Learner Exercise, Step 1 (2 min.)

- On your pad of paper, jot down 3-5 reasons that you decided to invest your time in today's In-Service Training
- ▶ Be honest!
- Leave several lines of space between each

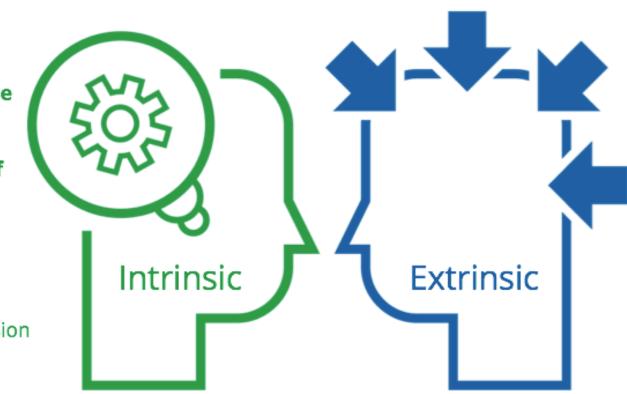




## INTRINSIC VS. EXTRINSIC MOTIVATION: WHY WE DO WHAT WE DO

Because of the interest and enjoyment in the task itself

- Enjoyment
- Purpose
- Growth
- Curiosity
- Passion
- Self-expression
- Fun



Because of the outcome that will result by doing the task

- Promotions
- · Pay raises
- Bonuses
- Benefits
- Prizes
- Winning
- Perks

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### Intrinsic Motivation

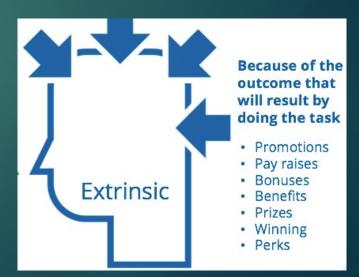
- ▶ From within
  - ▶ Inherently interesting and enjoyable
  - Not everyone is intrinsically motivated for every task
- Stronger when learner feels
  - ▶ Competent
  - ► Autonomous/In control
  - ► Socially connected



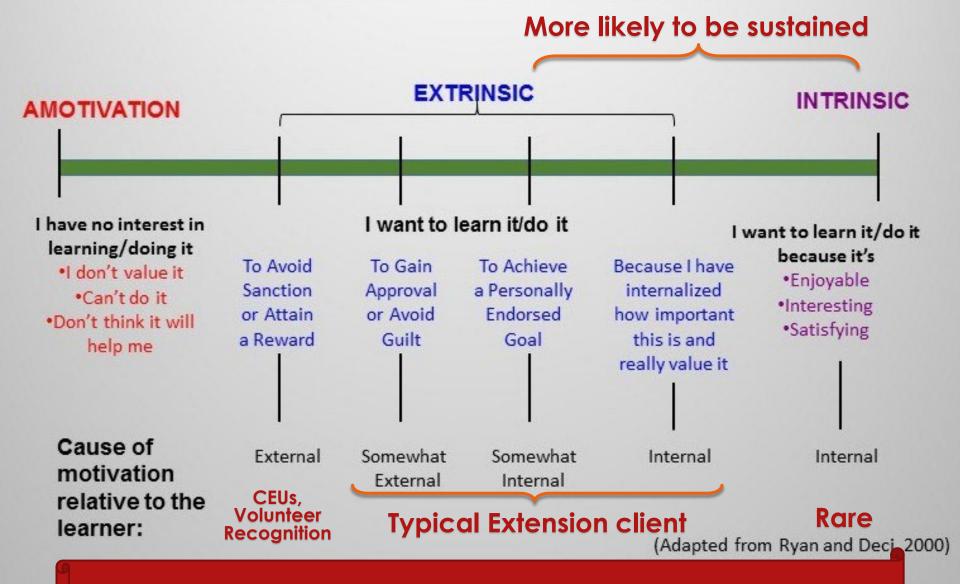


### Extrinsic Motivation

- ▶ From the outside
  - ▶ Done for instrumental value
  - ▶ Leads to separate outcome
- ▶ Can include
  - Avoiding punishment
  - Gaining approval/award
  - Achieving a goal



#### **Motivation Continuum**



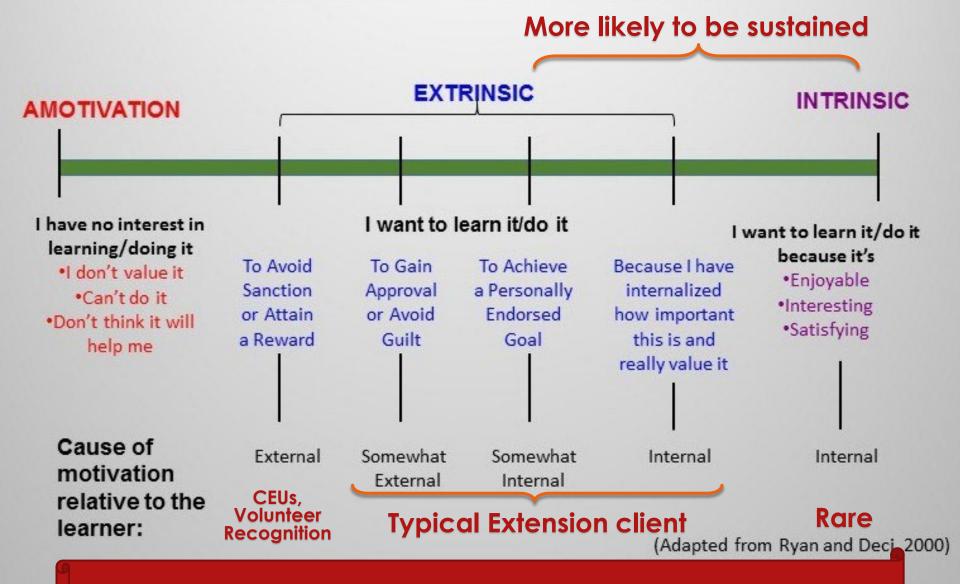
Learners generally have more than one motivation



# Learner Exercise, Step 2 (2 min.)

- Under each of your reasons for being here, add the applicable motivation point(s) from the continuum graphic
- Add additional detail (the "why") to each reason if needed

#### **Motivation Continuum**



Learners generally have more than one motivation



# Learner Exercise, Step 3 (2 min.)

► What could we (ag in-service training committee) have done to move you to the right on the continuum for one or more of your reasons?

### Motivation for Adult Learning

ATTITUDE - interest and relevance of content, instructor quality and attitude, voluntary participation, endorsement of goals

**MEANING** - ability to connect new ideas to prior experience, opportunity to apply new skills in realistic, authentic situation

Factors that influence motivation for learning

INCLUSION - feeling connected, accepted, belonging to community, contributions recognized and valued

**COMPETENCE** - able to successfully use new knowledge and skills, esp. in self-directed efforts

4. Let learners contribute to content, process, and outcomes

1. Provide a safe environment for learning

Four Best Practices for Adult Learning

2. Uncover and share learners' mental models about the content

3. Link content to learners' prior experience; let them experiment with it



# Educator Exercise, Step 1 (3 min.)

- Think of a past or future training for which you were/are in the educator/coordinator role
- What best practices were/are already in place?
- ► What would/will you improve?

4. Let learners contribute to content, process, and outcomes

1. Provide a safe environment for learning

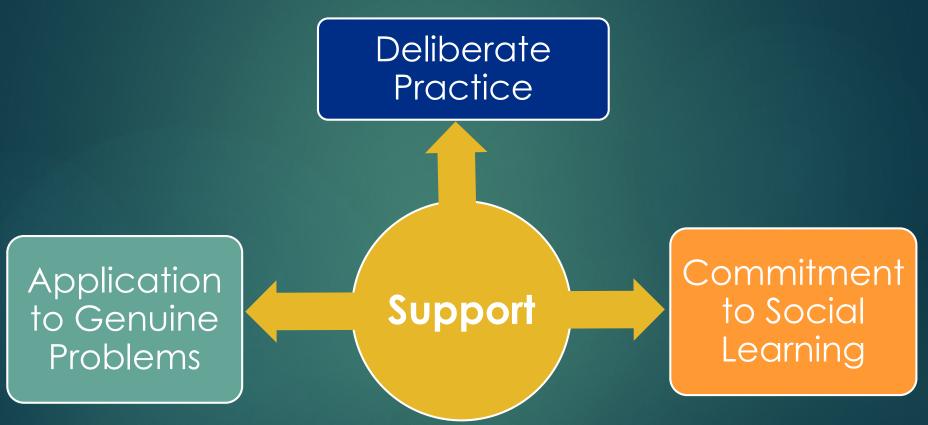
Four Best Practices for Adult Learning

2. Uncover and share learners' mental models about the content

3. Link content to learners' prior experience; let them experiment with it



# To sustain learning and promote relationships...





# Educator Exercise, Step 2 (start thinking)

- ▶ With the same event in mind...
- What sustained learning practices were/are already in place?
- ▶ What would/can you improve?

#### To support learners in Deliberate Practice, provide:



#### Multiple formats for continued learning <u>after event</u>

- Text, audio recordings
- Custom videos, YouTube links
- Labs, on-site observations

#### **Practice Activities**

- Sequential, scaffold activities
- · Workbooks, homework activities

#### Learning Guides

- Rubrics for planning, & self-assessment
- Examples, "worked" cases
- Custom videos, YouTube links

#### Feedback

- Use multiple formats for feedback (video conference, phone, review of selfassessments and assignments)
- Be specific, positive, and timely

# To support learners in Applications to Genuine Problems, provide:



#### **Problem Scenarios**

- Genuine, "unworked" cases in variety of formats (text, custom video, stories)
- Hypothetical "composite" cases to emphasize specific challenges

#### Methods to Record and Represent Problem Attributes

- Concept maps, flow charts, rubrics
- Workbooks, examples

Methods to Record and Reflect on Problem Solving Experiences

- Journals (text, audio, photo, video)
- Guiding questions for reflection ("Gaps in your knowledge or skills?" "Assumptions?"

Resources to Address Gaps in Knowledge and Skills Needed to Address Problems

- See supports for Deliberate Practice
- See Supports for Commitment to Social Learning

# To support learners in Commitment to Social Learning, provide:



Resources that Support Social Interactions

 Physical or virtual meeting spaces, Google Groups, listservs, etc.

Help for Learners in Making a Commitment to Social Learning

- Provide introductions; share contact info
- Connect learning partners with similar interests, challenges; with complimentary knowledge, skills, values, or resources

Activities that Promote Social Learning

- Multi-part scenarios, cases, role play
- Problem-based team challenges

Supports for Peer Teaching

- Multi-part projects that require peer teaching
- Model use of Best Practices and support teaching volunteers in use of Best Practices



# Educator Exercise, Step 2 (3 min.)

- ▶ With the same event in mind...
- What sustained learning practices were/are already in place?
- ► What would/can you improve?

Multiple formats for continued learning <u>after</u> <u>event</u>

Learning Guides UNIVERSITY OF MARYLAND EXTENSION

Feedback

Practice Activities

#### Deliberate Practice

Problem Scenarios

Methods to Record and Represent Problem Attributes Help for Learners in Making a Commitment to Social Learning

Resources that Support Social Interactions

Application to Genuine Problems

Support

Commitment to Social Learning

Methods to Record and Reflect on Problem Solving Experiences Resources to Address Gaps in Knowledge and Skills Needed to Address Problems Supports for Peer Teaching

Activities that
Promote
Social
Learning



### Educator Exercise, Step 3

Discuss with your neighbor

### Customer Lifecycle and Marketing Goal at Each Stage





Reach – develop awareness, get attention



#### PARTNER/ADVOCATE

Referral – tells others, reviews, testimonials, word of mouth



<u>Loyalty</u> - develops loyalty to brand, product



**Acquisition** – attract interest, invite contact



<u>Conversion</u> – evaluates, makes initial purchase, enrolls



Retention – makes additional purchases, re-enrolls



## Participant Lifecycle and Marketing Goal at Each Stage





### PROSPECTIVE PARTICPANT

**Reach** – develop awareness, get attention



<u>Acquisition</u> – attract interest, invite contact

#### PARTNER/ADVOCATE

Referral – tells others, uses what learns to teach others

#### LOYAL PARTICIPANT

Loyalty - develops loyalty to project, commitment to goals

#### **ACTUAL PARTICIPANT**

Conversion -

evaluates, enrolls, attends first event



Retention – takes part in additional events and learning activities





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Customer Lifecycle Phase and Marketing Goal	Relationship Marketing Activities to Achieve Goals
PROSPECTIVE CUSTOMER Reach	<ul> <li>Advertise to likely target audiences via multiple channels</li> <li>Promote applicability, benefits, meeting needs</li> </ul>
LEAD WiiFM	<ul> <li>Engaging messages via mail, email, networks targeted to interest, motivations, problems, goals</li> <li>Invite prospects to request more info, to provide contact info for updates, promotions</li> </ul>
ACTUAL CUSTOMER Conversion	<ul> <li>Focus on selling relationship, experience, service</li> <li>Introductory offer, promotion, discount - may be time limited</li> <li>If they don't purchase, explore why</li> </ul>
REPEAT CUSTOMER Retention	<ul> <li>Onboard – get customer oriented, up and running</li> <li>Develop supportive relationship; help solve problems; give prompt response</li> <li>Special offers/opportunities for repeat customers</li> </ul>
LOYAL CUSTOMER Loyalty	<ul> <li>Nurture relationship, connection; provide ongoing support proactively and reactively, check in</li> <li>Maintain consistency and quality, identity of brand</li> <li>Engage for feedback about usefulness, value, applicability of product or service</li> <li>Respond to feedback, make improvements, address new/changing needs</li> </ul>
PARTNER/ ADVOCATE Referral	



# Keys to building strong customer (participant) relationships

- Quality product that meets identified needs and interests
- Building a sense of belonging to community of shared values and goals
- Providing opportunities for participants to make meaning of their new learning
- Giving and receiving feedback
- Responding to feedback to make improvements and remain relevant to the lives of participants

# What Relationship Building activities are you doing at these Participant Lifecycle stages?



PROSPECTIVE PARTICIPANT  Reach – develop awareness, get attention	
LEAD Acquisition – attract interest, invite contact	
ACTUAL PARTICIPANT <u>Conversion</u> – evaluates, enrolls, attends first event	
REPEAT PARTICIPANT Retention – takes part in additional events, activities	
LOYAL PARTICIPANT  Loyalty – develops loyalty to project, commitment to goals	
PARTNER/ADVOCATE  Referral – tells others, uses what learns to teach others	

Customer Lifecycle Phase and Marketing Goal	Marketing Activities to Achieve Goals
PROSPECTIVE CUSTOMER	Advertise to likely target audiences via multiple channels
Reach – awareness, attention	Promote applicability, benefits, meeting needs
LEAD  Acquisition – attract interest, invite contact	<ul> <li>Engaging messages via mail, email, networks targeted to interest, motivations, problems, goals</li> <li>Invite prospects to request more info, to provide contact info for updates, promotions</li> </ul>
ACTUAL CUSTOMER  Conversion – evaluates, makes initial purchase, enrolls	<ul> <li>Focus on selling relationship, experience, service</li> <li>Introductory offer, promotion, discount – i.e. time limited</li> <li>If they don't purchase, explore why</li> </ul>
REPEAT CUSTOMER  Retention – makes additional purchase, renews, re-enrolls	<ul> <li>Onboard – get customer oriented, up and running</li> <li>Develop supportive relationship; help solve problems; give prompt response</li> <li>Special offers/opportunities for repeat customers</li> </ul>
LOYAL CUSTOMER  Loyalty – develops loyalty to product, brand	<ul> <li>Nurture relationship; provide ongoing support proactively and reactively</li> <li>Maintain consistency and quality, identity of brand</li> </ul>
PARTNER/ ADVOCATE  Referral – tells others, reviews,	<ul> <li>Engage for feedback about usefulness, value, applicability of product or service</li> <li>Respond to feedback, make improvements, address</li> </ul>

new/changing needs

testimonials

• Respond to feedback, make improvements, address



### Follow-up

- Sign up sheet on your way out
- ▶ I will email
  - Information on relationship marketing
  - Worksheet for program design
  - ▶ PPT slides
  - ▶ PDF of handout
- Opportunity for direct feedback

