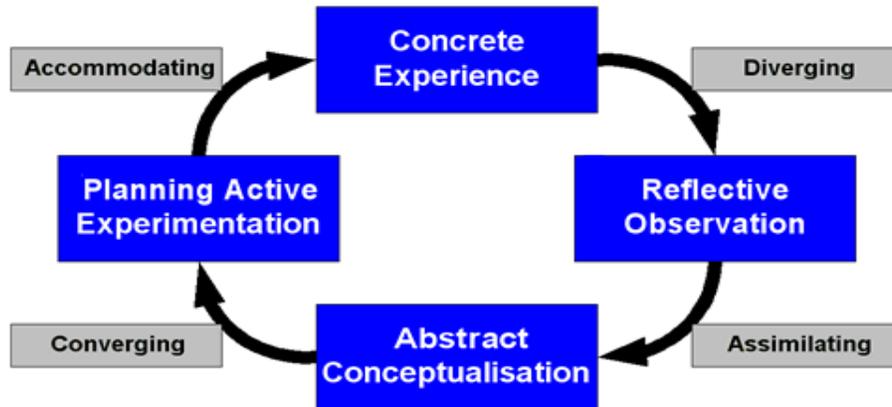


David Kolb's Learning Cycle

Kolb's Learning Cycle is based on the John Dewey's claim that learning must be grounded in experience, Kurt Lewin's ideas of the importance of active learning, and Jean Piaget's emphasis on the interaction between person and environment on intelligence.



The four larger boxes in the diagram above represent the four stages that Kolb claims must be fulfilled in order for learning to take place.

Concrete Experience—actually doing the activity

Reflective Observation—reflecting on performance in the activity, considering successes and failures

Abstract Conceptualization—apply theory to the experience of doing the activity

Planning Active Experimentation—consider theory and reflection to guide planning for subsequent experiences

Soccer Example

Concrete Experience—player takes part in a training match, attempting to score goals

Reflective Observation—player considers his/her performance, especially her/his scoring attempts

Abstract Conceptualization—player talks to trainer who provides insight concerning scoring techniques

Planning Active Experimentation—player uses insights from the trainer as well as experience from the first match to plan for the next match

The smaller boxes refer to the four learning styles that encompass all learners based on an individual's preferred point of entering the learning cycle

Diverging/Reflectors—Like to think about the activity/concept and observe other peoples' takes on the matter

Assimilating/Theorists—Relate the task at hand to other experiences or concepts

Converging/Pragmatists—Like to think about how to apply theory in practice

Accommodating/Activists—Like to jump in to trying the activity

Software Example

How would you first approach learning to use a new software program?

Activist—immediately begin using the software, experimenting with its tools and capabilities

Reflector—Think about your experience with similar software or consult someone who has used this program

Theorist—Read the manual to get a clear grasp on the operations of the program

Pragmatist—Start the software and turn to the help feature to get expert tips