

# Put chemical management into practice ADULT LEARNING



### Teaching or facilitating learning



- Key adult learning principles
- Experiential Learning cycle





### Requirements as per ZDHC

#### **ZDHC CMS 3.2 - Training**

 To achieve a goal of zero discharge of hazardous chemicals, organisations should ensure that personnel are competent through appropriate education, training or experience.

#### ZDHC CMS - 3.2.1 Management

• Establish, document and implement a process for informing top management of their roles in managing chemicals and the human and financial resource needs for CMS implementation.

#### 3.2.2 - Regulatory

 Establish, document and implement a training process for making appropriate staff knowledgeable about the legal requirements

#### 3.2.3 - Work Practices

 Appropriate staff should be trained on chemical-handling work practices



### **ZDHC** audit questions - example

Are training records maintained to demonstrate that facility personnel handling chemicals have the required education, training and skills to perform their assigned responsibilities and activities? (CMT 2.1.1)



### Pedagogy vs. Andragogy

	Pedagogy	Andragogy
The learner	Depending on teacher	Self-directed
Experience	No experience	Lots of different experiences
Readiness to learn	Told to have to	Need to or want to
Orientation	Acquiring prescribed subjects	Organisued around life/work situations, task focused
Motivation	External pressure, grades	Usually internal motivation, self-actualisation,
Role of teacher	Designs learning process and decided subjects	Facilitator, enabler



1. Adults learn by doing.

- Act as a facilitator.
- The ultimate learning experience comes from getting people to throw themselves into the task at hand.



- 1. Adults learn by doing.
- 2. Use realistic examples.

- So use examples that they can relate to.
- Adults relate their learning to what they already know



- 1. Adults learn by doing.
- 2. Use realistic examples.
- 3. Variety is the spice of life.
  - Use tone and pace during the course of training
  - Resort to various delivery modes to get the message across with fun and flair.



- 1. Adults learn by doing.
- 2. Use realistic examples.
- 3. Variety is the spice of life.
- 4. Conduct training in informal environment
  - Provide for friendly learning environment.
  - Simple social activities or get-together sessions



### The ideal learning environment...

- Good audiovisual support
- Appropriate seating pattern
- Comfortable chairs
- Good writing surface (depends)
- Room temperature and ventilation
- Good supply of coffee/tea and lunches
- Adequately sound proof room and free of other disturbances (telephone, walk-through)
- Natural daylight, at least 500 lux lighting



- 1. Adults learn by doing.
- 2. Use realistic examples.
- 3. Variety is the spice of life.
- 4. Conduct training in informal environment
- 5. Inform learners of learning objectives.
- Establishing clear objectives = key
- Allow learners to keep track
- Communicate at beginning and reflect at end



- 1. Adults learn by doing.
- 2. Use realistic examples.
- 3. Variety is the spice of life.
- 4. Conduct training in informal environment
- 5. Inform learners of learning objectives.
- 6. Guide and prompt; do not tell.

- Provide all the help learners need Giving examples, demonstrations, using multimodality approach
- Allow participants to think through the lesson on their own and discover the answer



## The Effectiveness of "Learning through Experience" – (=Experiential Learning)

#### When learning, you remember by

	hearing / listening	20%
	seeing	30%
+	hearing / listening and seeing	50%

discussing / expressing yourself

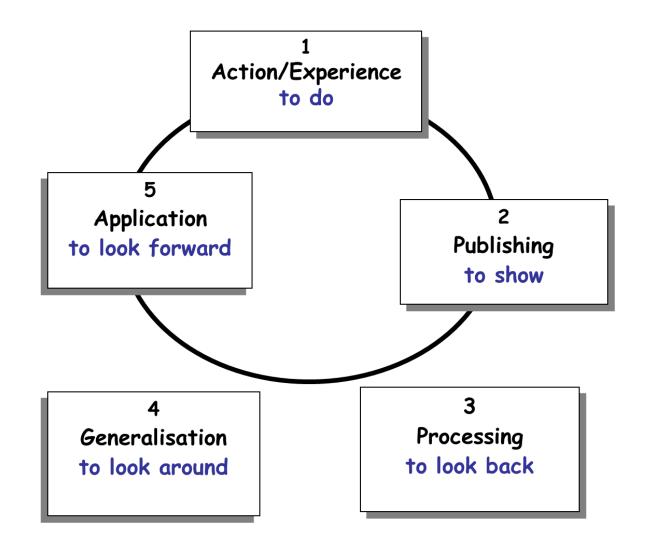


application /making personal experience 90%

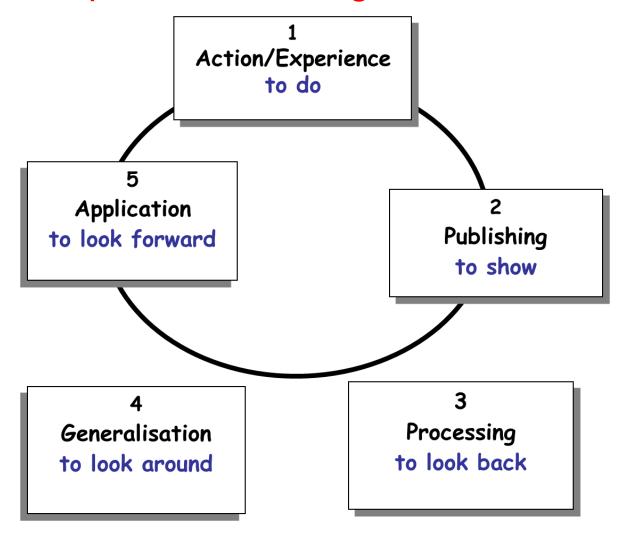
70%



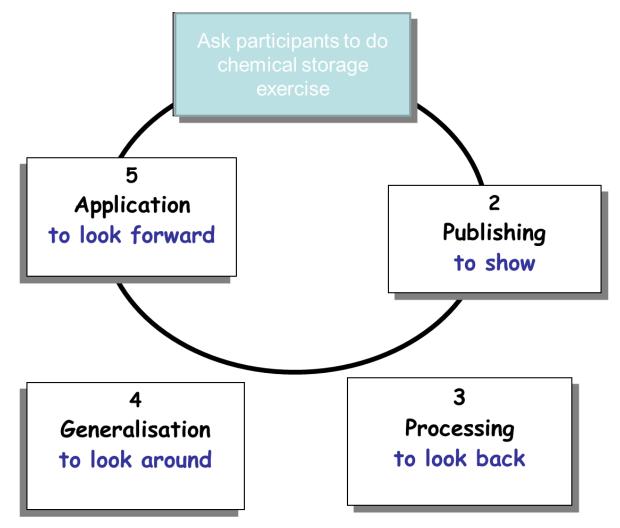
### The Experiential Learning Cycle



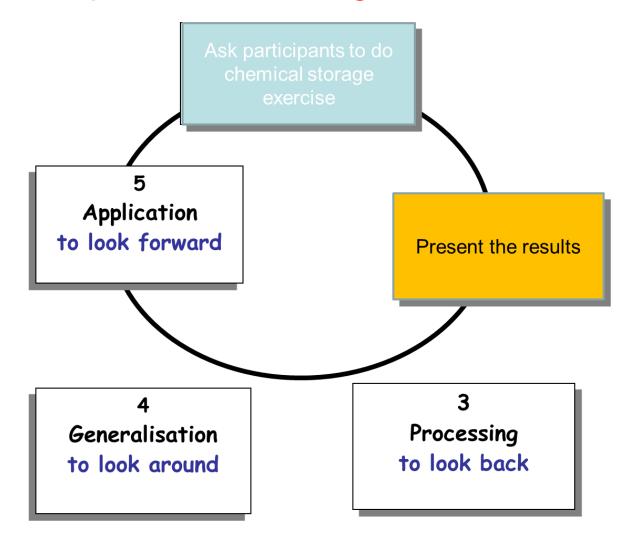




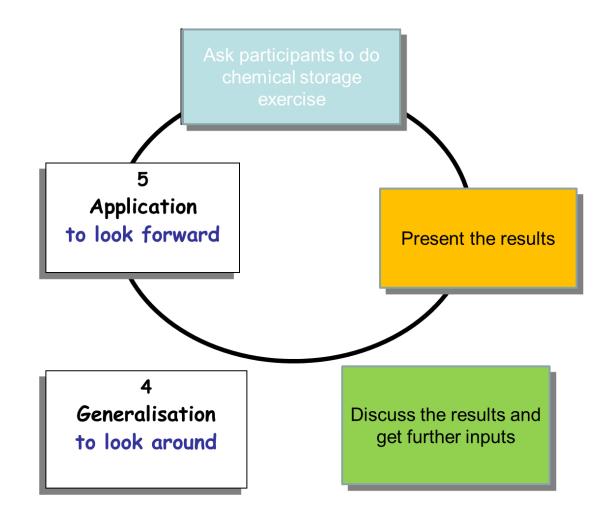




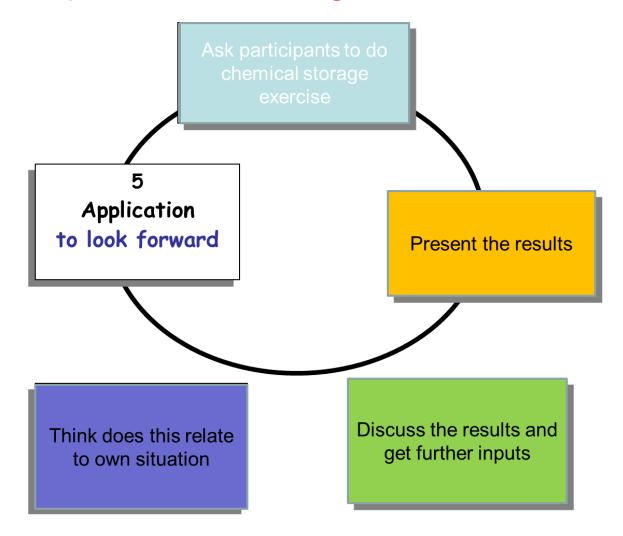




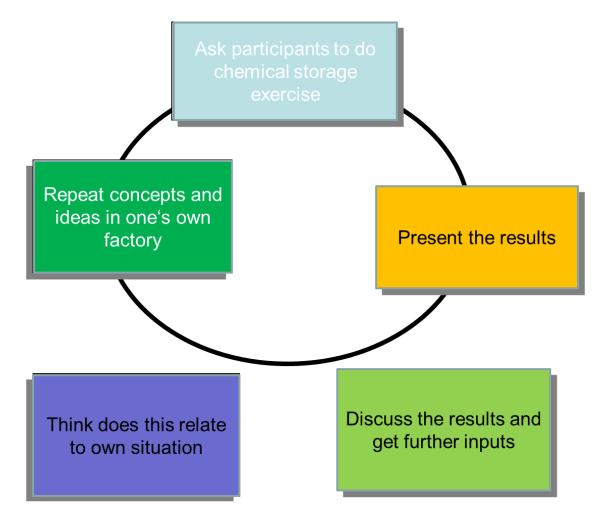






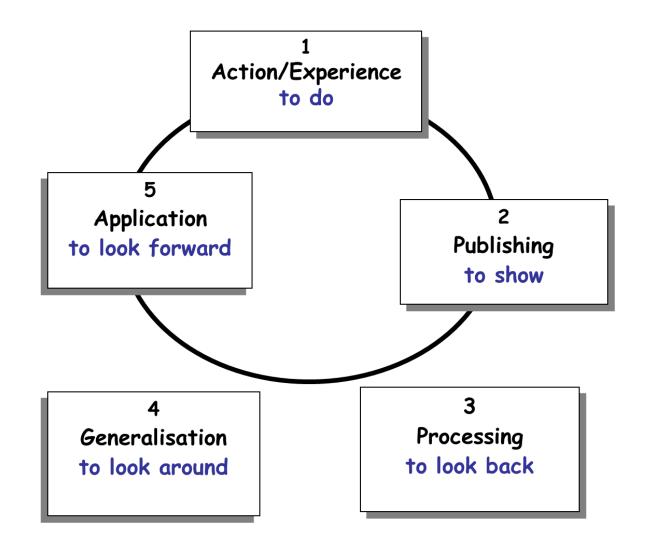








### The Experiential Learning Cycle











- Average person can think
  800 words per minute
- The average trainer talk at 120 words per minute
- So we must give our participants something interesting to do with their spare 680 words per minute



- Average person can think 800 words per minute
- The average trainer talk at 120 words per minute
  - So we must give our participants something interesting to do with their spare 680 words per minute
- Brain will go into "auto-shut off" after 10 minutes, if not given something to stimulate
  - So we must vary the media and give multichannel messages



- Average person can think 800 words per minute
- The average trainer talk at 120 words per minute
  - So we must give our participants something interesting to do with their spare 680 words per minute
- Brain will go into "auto-shut off" after 10 minutes, if not given something to stimulate
  - So we must vary the media and give multichannel messages
- A message given once, brain remembers 10% one year later. When given six times, recall rises to 90%