

Continuum of Experiential Learning

Less		More
Passive	→	Active
Standardized	→	Individualized
Isolated	→	Connected, Interdisciplinary
Just-In-Case Learning	→	Just-In-Time Learning
No Audience	→	Authentic Audience
Prescribed/Mandated	→	Choice and Voice
Abstract learning	→	Real-World Applications
Single Purpose	→	Multiple Layers of Meaning/Success
Theory	→	Application
"Busy Work"	→	Work That Matters
Single Event Learning	→	Before/During/After Learning
Individual	→	Collaborative