# MAC: THREE STEPS TO DESIGNING BETTER LEARNING EXPERIENCES

### MAC: Map, Activate, Check

We perceive and understand the real world through mental models. Mental models include beliefs, biases, categories, preferences, theories, etc.

Being clear on what you want students to learn is the

Our mental models describe reality with varying degrees of accuracy. Learning is the process of incorporating feedback from the real world and using it to adjust our mental model as needed.



Fractal—can be used at different scales—in a program, course, unit, lesson, teachable moment, or answering a question.



Utilizes brain science and systems thinking to foster optimal learning and promote metacognition and transfer across subjects



Based on the idea that our mental models (knowledge and skills) are made up of Information X Thinking



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## The purpose of an activity is to **ACTIVATE A CONCEPT**

The sole purpose of activities is to activate intentional learning of concepts on the part of students. Use activities as part of MAC: M=map the lesson/mental model A=activate student learning C=check for understanding





MOST RESOURCE INTENSIVE • More complex concepts

### Formal immersion experiences (Outward Bound, etc.)

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#### **Experiential Activities that** are all based on Activation

Project-based learning Problem-based learning Theatre-based education Case-based learning Experiential learning Service learning Expeditionary learning Lab work Field trips Initiative Gaming Gap programs Maker Movement Play

