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

**GROUNDING WITH EXPERIENTIAL ACTIVITIES**
- Formal immersion experiences (Outward Bound, etc.)
- Structured activities, initiative games, lab work, field trips, etc.
- Spontaneous, on the fly activities, initiative games, concretization, etc.

**GROUNDING WITH NONLINGUISTIC REPRESENTATIONS (NLR)**
- Tactile & Human Manipulatives (everyday items, 3D models, reifications, etc.)
- Visualization (graphic organizers, metacognitive mapping or “MetaMaps”)
- Metaphors, Analogies, or Storytelling

**GROUNDING TO PRIOR KNOWLEDGE**
- Past experience, current mental model, semantic webs, etc.

**LEAST RESOURCE INTENSIVE • Less complex concepts**

**MOST RESOURCE INTENSIVE • More complex concepts**

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

A Cautionary Tale


Funded by NIFA-USDA Agreement No. 2015-68007-23213