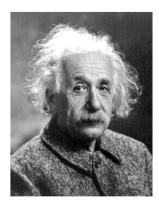


What Do You Think? You have suffered a heart attack. If you don't change your lifestyle, you will die. What is the probability you will change? 100% 85% 66% 50% 33% <25% Ref: Deutschman, A. (2005). Making change. Fost Company, May, 52-62.

Change is Required



"One definition of insanity is to continue to do the same thing but expect a different result."

-Albert Einstein

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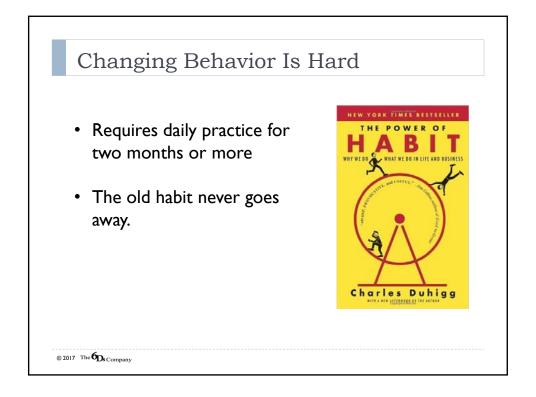
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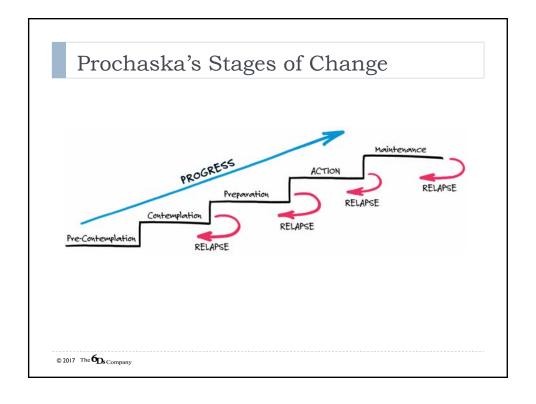
How long does it take to establish a new habit?

- A. I day
- B. 7 days
- c. 21 days
- D. 60 days
- E. 120 days

Ref: Lally P, et al (2010) Euro J Soc Psychol 40:998-1009.

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Change is Hard

"It is not hard to stop smoking. I have done it a hundred times...

—Groucho Marx

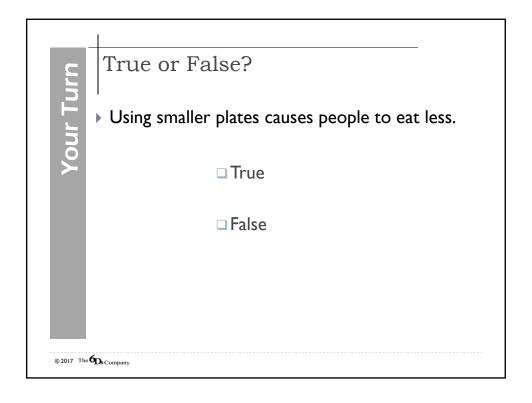


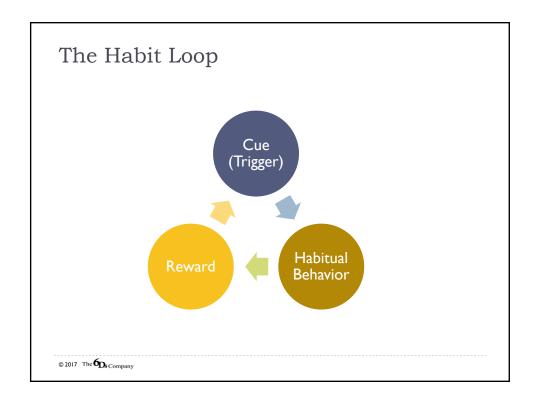
September 18, 2017

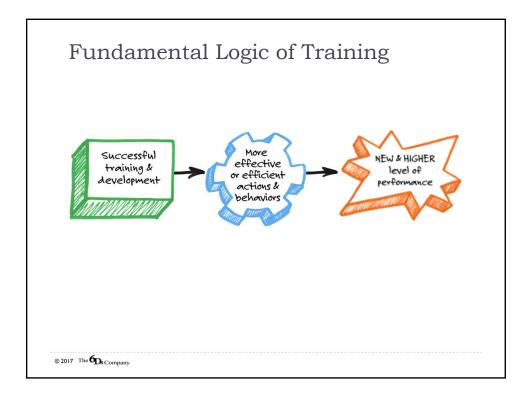
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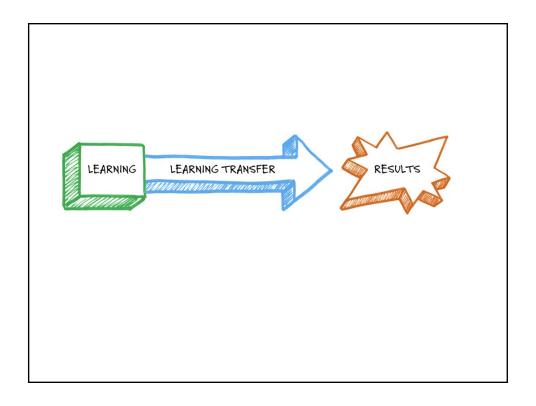
Why Is Change So Hard?

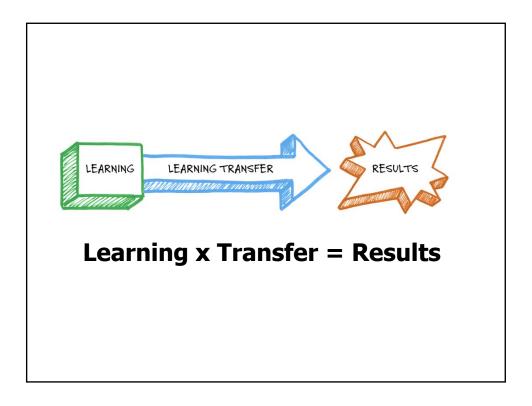
- ▶ We are much more creatures of habit than we like to admit.
- Many of our behaviors are triggered by environmental cues
 - ▶ Habits are not conscious decisions

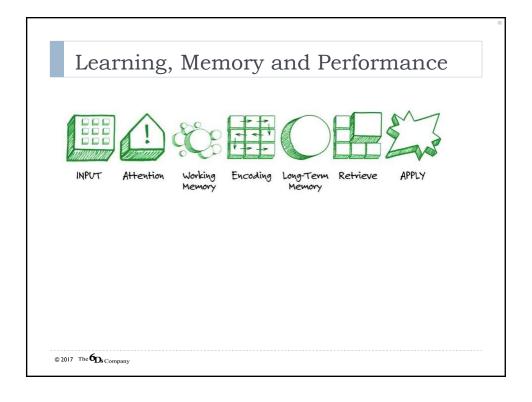


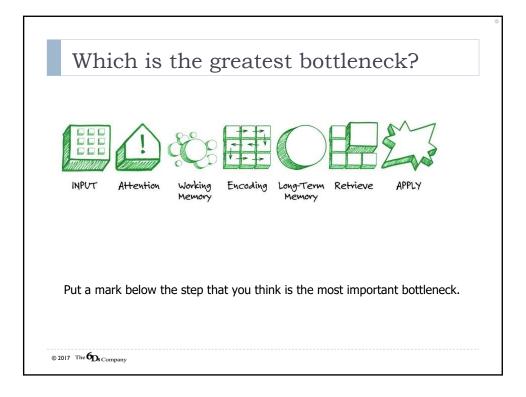


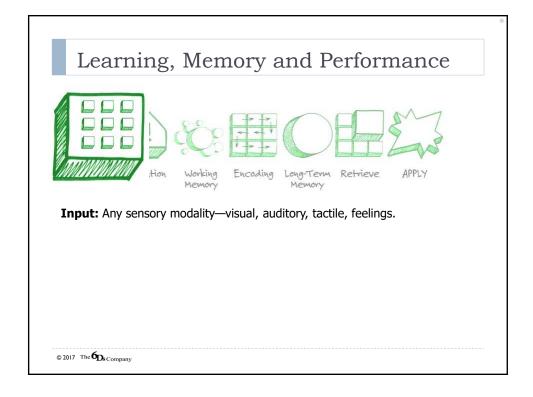














What Do You Think?

Which statement is correct regarding learning styles?

- A. People learn better when taught in their preferred learning style.
- B. There is no evidence that learning styles make any difference.

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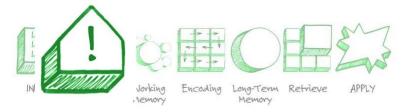
Match the Method to the Subject

"When instructional style matches the nature of the content, all learners learn better, regardless of their differing preferences ..."



--Brown, Roediger, and McDaniel (2014) Make it Stick

Learning, Memory and Performance



Input: Any sensory modality—visual, auditory, tactile, internal sensations. **Attention:** People can only learn what they attend to.

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What Do You Think?

How long can an adult pay attention in class without some kind of change of pace?

- a) 15 seconds
- b) 2 minutes
- c) 9 minutes
- d) 20 minutes
- e) 60 minutes
- f) 90 minutes

Use Hooks to Recapture Attention

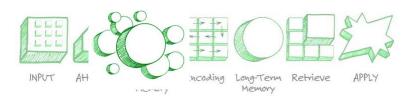
"After 9 minutes and 59 seconds the audience's attention is getting ready to plummet to near zero."



John Medina, author, *Brain Rules*

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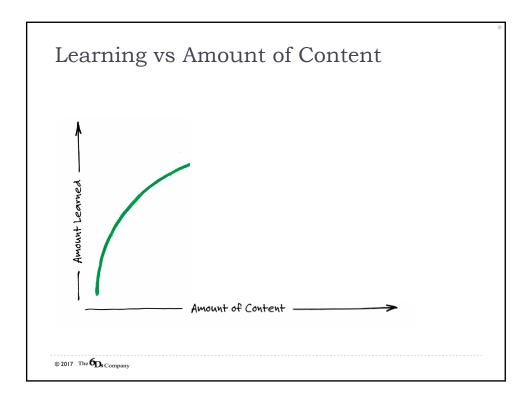
Learning, Memory and Performance

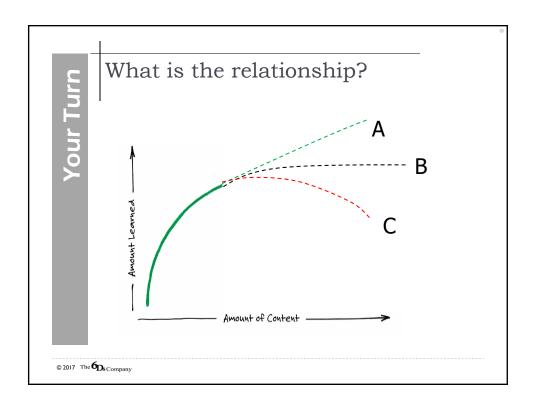


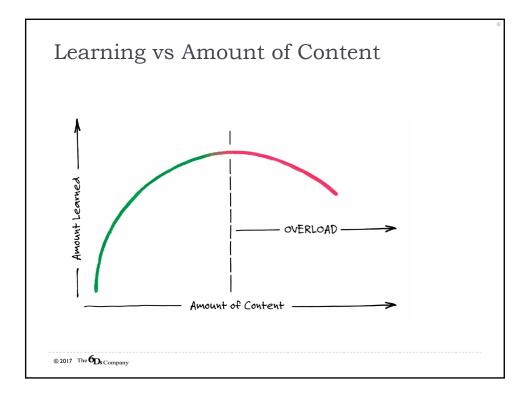
Input: Any sensory modality—visual, auditory, tactile, internal sensations.

Attention: People can only learn what they attend to.

Working Memory: Like RAM, holds info for further processing; limited capacity.



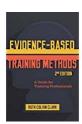




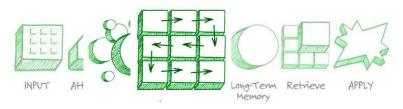
"Working memory capacity is needed to process new information for learning to occur.

"But when we load it up with content or irrelevant work, that process is corrupted.

"We call this cognitive overload."



Learning, Memory and Performance



Input: Any sensory modality—visual, auditory, tactile, internal sensations.

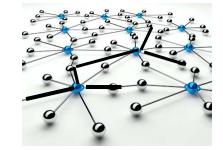
Attention: People can only learn what they attend to.

Working Memory: Like RAM, holds info for further processing; limited capacity. **Encoding:** Creates "handles" for later retrieval; links new to existing knowledge.

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Learning is Linking

- ▶ Ease of retrieval depends on
 - Number of connections
 - Frequency of use
- ▶ Help learners
 - Create rich networks
 - ▶ Reinforce them



Don't overload the process

Most Common Problem: Too Much Content

- Content covered is NOT content learned
- Just because you "went over it" in class, does not mean it was learned!

Clark, R. C. (2017). Evidence-based training methods (2nd ed.). Alexandria, VA: ATD.



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Learning, Memory and Performance

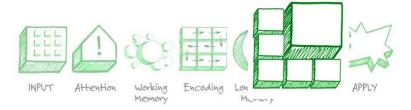


Input: Any sensory modality—visual, auditory, tactile, internal sensations.

Attention: People can only learn what they attend to.

Working Memory: Like RAM, holds info for further processing; limited capacity. **Encoding:** Creates "handles" for later retrieval; links new to existing knowledge. **Long-term Memory:** Brain's hard drive; requires physical changes in brain.

Learning, Memory and Performance



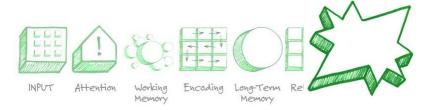
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Learning, Memory and Performance



Input: Any sensory modality—visual, auditory, tactile, internal sensations.

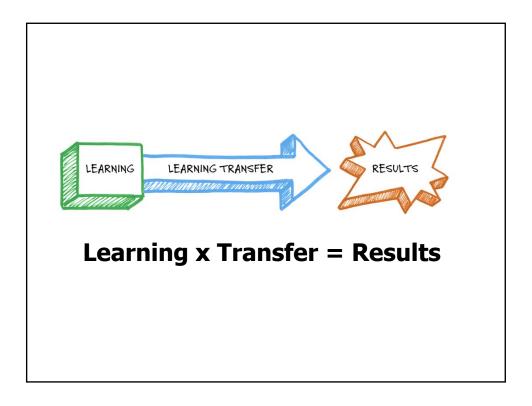
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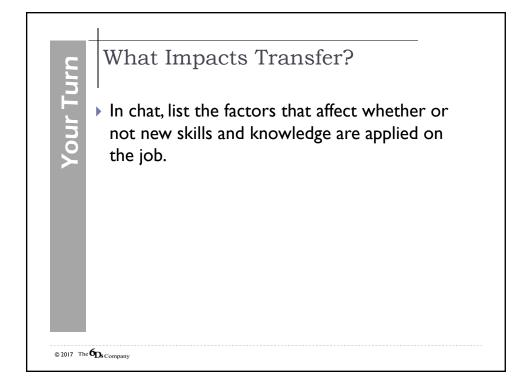
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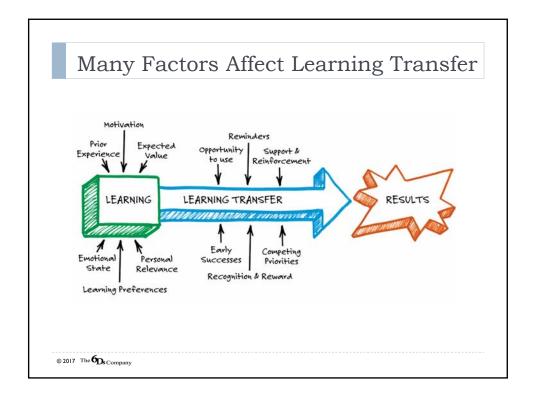
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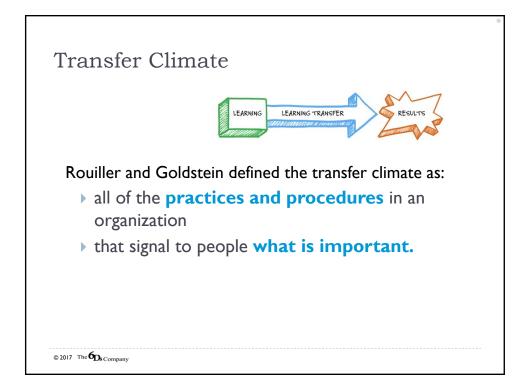
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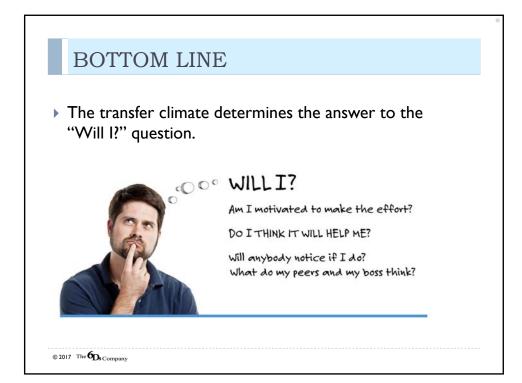
Application: The ultimate goal of training; how value is produced.

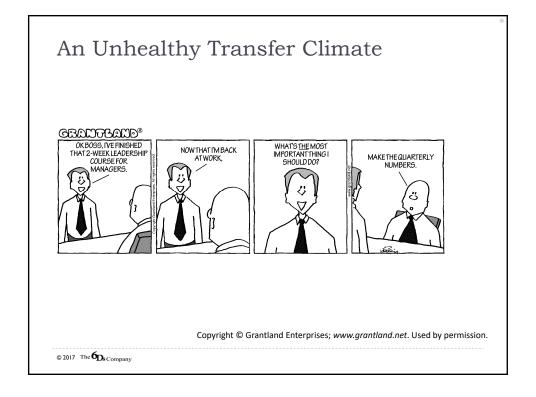


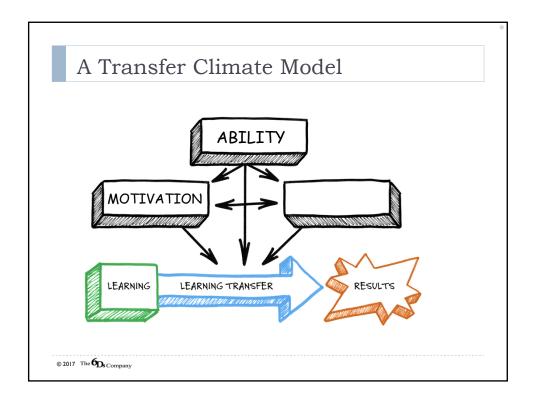


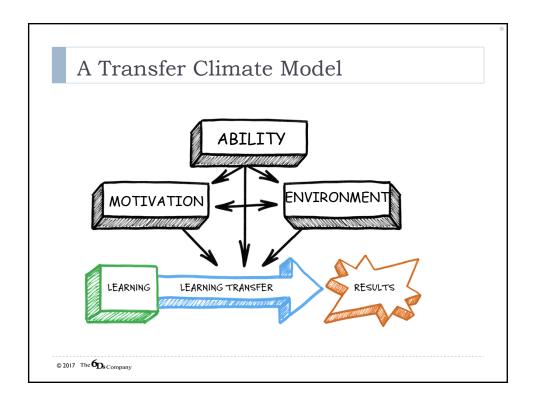












Summing Up

- Improving performance requires changing behavior.
- ▶ Changing behavior usually means changing habits.
- ▶ Changing habits is hard.
 - It requires sustained effort over time.
 - Mere knowledge of what to do is not sufficient

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