

**PERSONAL, SOCIAL AND L2L
COMPETENCE & ART**

ADULT EDUCATOR MANUAL





MICRO-LEARNING RESOURCES TO RE-ENGAGE LOW-SKILLED ADULT LEARNERS IN EDUCATION AND TRAINING

Adult Educator Manual

The aim of this short handbook is to support you, as an experienced educator working with low-skilled and marginalised adult learners, with diverse needs, to use the video resources and the activity sheets provided in the Suite of Micro-Learning Resources to re-engage low-skilled adult learners in your centre and in your community. Through this short manual, we will provide you with some background information on the topic being discussed in the video resource and provide some guidance to support you to introduce and implement the accompanying activity with adult learners in your group. The activity that has been developed to accompany the video resources aims to further develop their understanding of the topic outlined in the video resource. Finally, this manual will also present you with some de-briefing questions that you can use in your group of adult learners, to assess the user-friendliness and quality of the activity you have completed with them.

The topic of this manual relates to the video resources Personal, Social and L2L Competence and Artistic disciplines.

Introduction to the Topic

Artistic disciplines are a great way to learn and develop Personal, Social and Learning to Learn competence also called metacognition. Indeed, Art is an incredible tool to demonstrate cognitive strategies that help learners explore new content and demonstrate whether they actually understand what they are trying to learn. Thinking skills are essential for all learners and both art creation and encountering art provide opportunities for complex thinking. Throughout the ONE-STEP UP resources, low-skilled adults can explore how these learning materials can positively impact their ability to learn how to learn through art.

INTRODUCTION TO THE ACTIVITY

In the Learner Handout, low-skilled adults have the opportunity to delve into the initiative done by the Guggenheim Museum and the city of New York called “Learning Through Art”. This program is giving tools to students to develop their problem solving and critical thinking skills. Art can permit students to discover things on their own and to learn what the best solution is by themselves.

Moreover, learners have the possibility to engage in the interesting “Drawing & Reflecting” activity. This activity allows learners to develop their time management, their self-esteem and their working method. Indeed, through the production of an artistic work, learners have the opportunity to make an assessment by asking themselves questions about their way of working and knowing their positive and negative points in the strategy used.

USING THIS RESOURCE WITH A GROUP

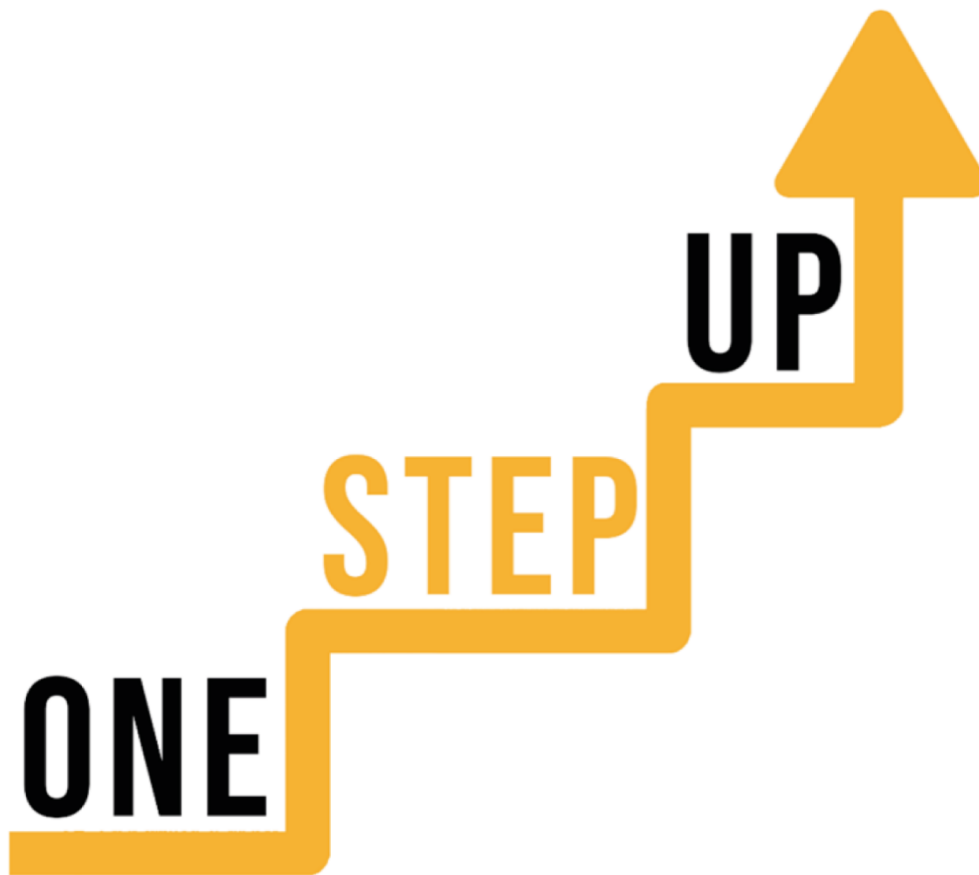
To use this resource with adult learners in your local group, we recommend that you begin by showing them the video resource to introduce the theme of Personal, Social and L2L Competence and Art. This video will help learners to understand the topic before they begin the Learner Handout activity. Once they have gained a general knowledge of the theme, they will be able to begin the handout. For this, we recommend that you print one handout per learner to complete. All learners need for this resource is a pen to complete the learner handout and a computer to view the video. This resource will take one hour in total to complete.

DE-BRIEFING QUESTIONS

Here are some potential debriefing questions for participants to reflect on after completing the case study and activity:

- What surprises you the most about the initiative “Learning through Art”?
- If you had the possibility, would you have liked to participate in this kind of event?
- In what ways did this project go beyond just teaching L2L competence?

- What was your experience like during the “Drawing & Reflecting” activity?
- How can artistic disciplines be incorporated into education or training programs for low-skilled adults to improve their Personal, Social and L2L competence?



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them. Project Number: 2022-1-LT01-KA220-ADU-000085898