



# How our brains learn

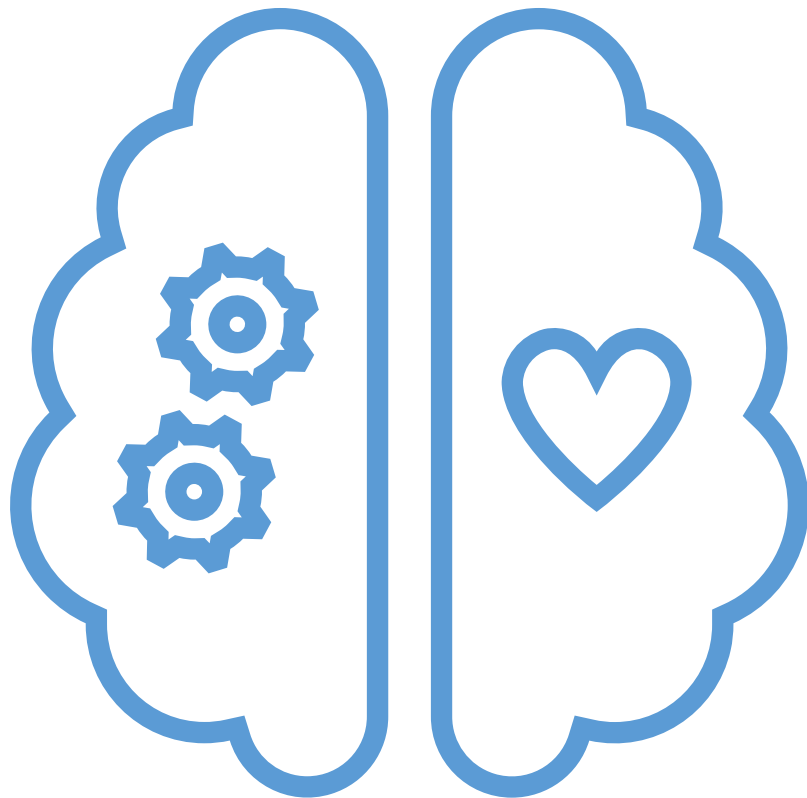
## Tips for Teaching

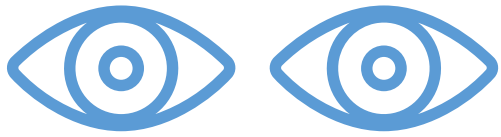
**Danielle Dobbe, MSc.**

Dutch Expert Centre for Screening (LRCB)

[d.dobbe@lrcb.nl](mailto:d.dobbe@lrcb.nl)

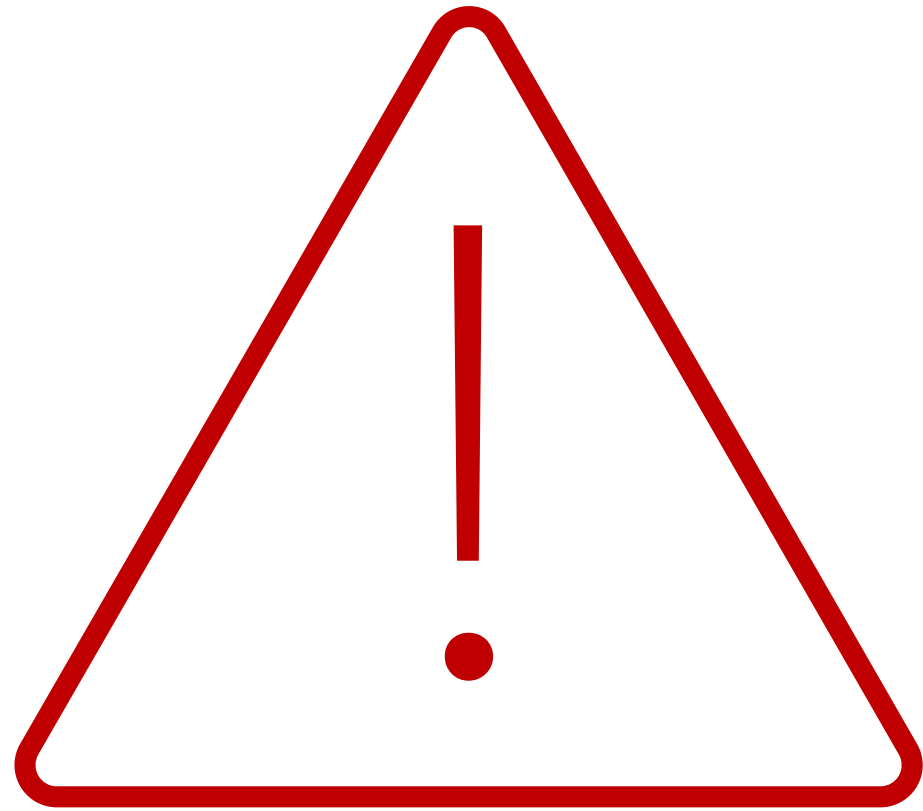
[@danielledok](https://twitter.com/danielledok) 







**10%**







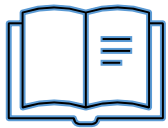
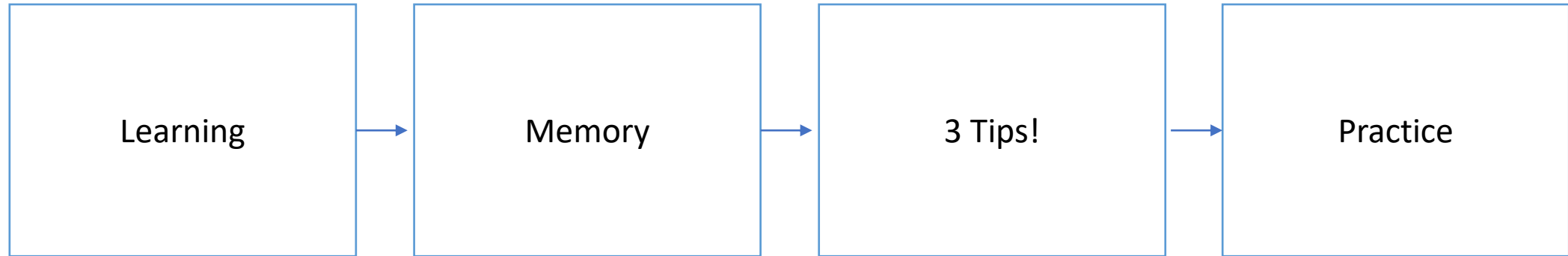


## Learning objective


To give you ideas, based on how the brain learns, that you can use to help your participants to really learn from your courses!




# Overview







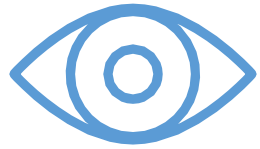
“Learning is an enduring change in behavior, or in the capacity to behave in a given fashion, which results from practice or other forms of experience.”



“Learning is an **enduring change** in behavior, or in the capacity to behave in a given fashion, which results from **practice** or other forms of **experience**.”

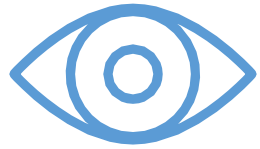




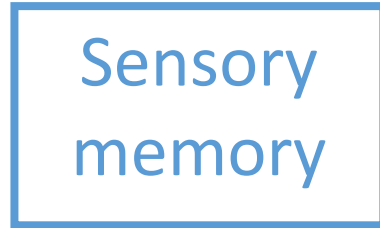


Sensory  
memory

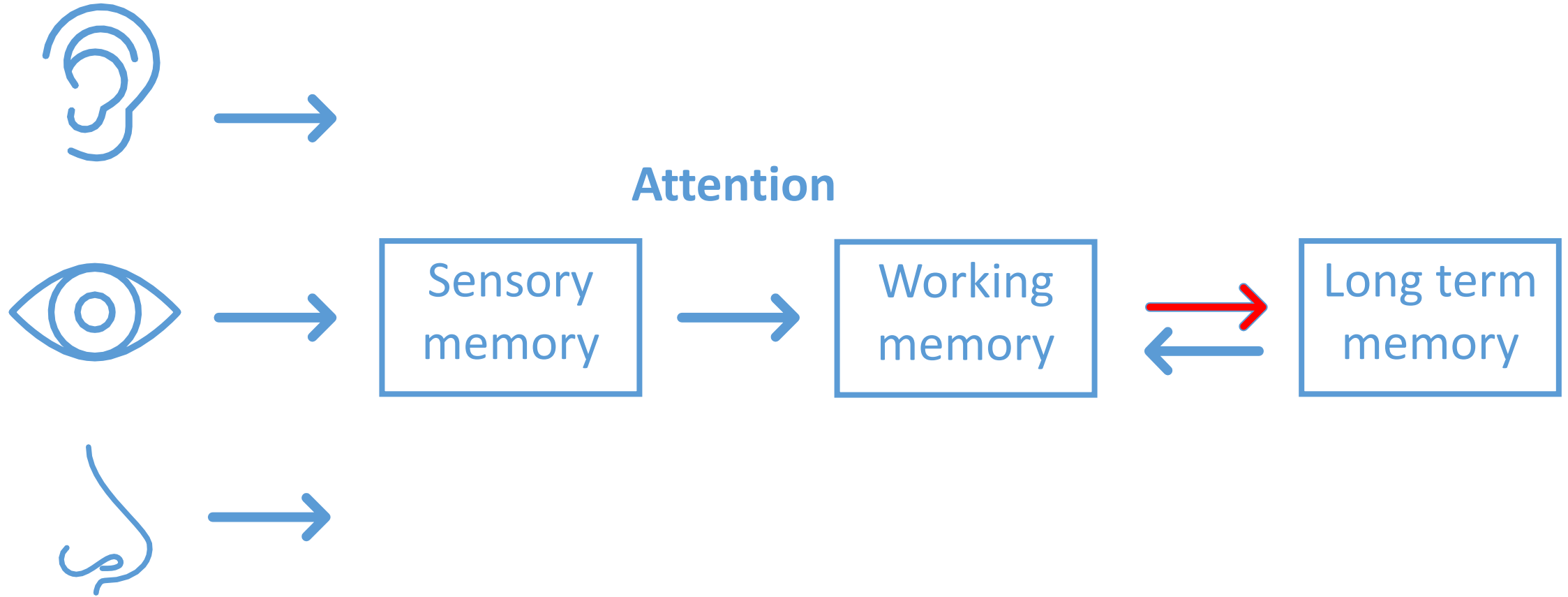




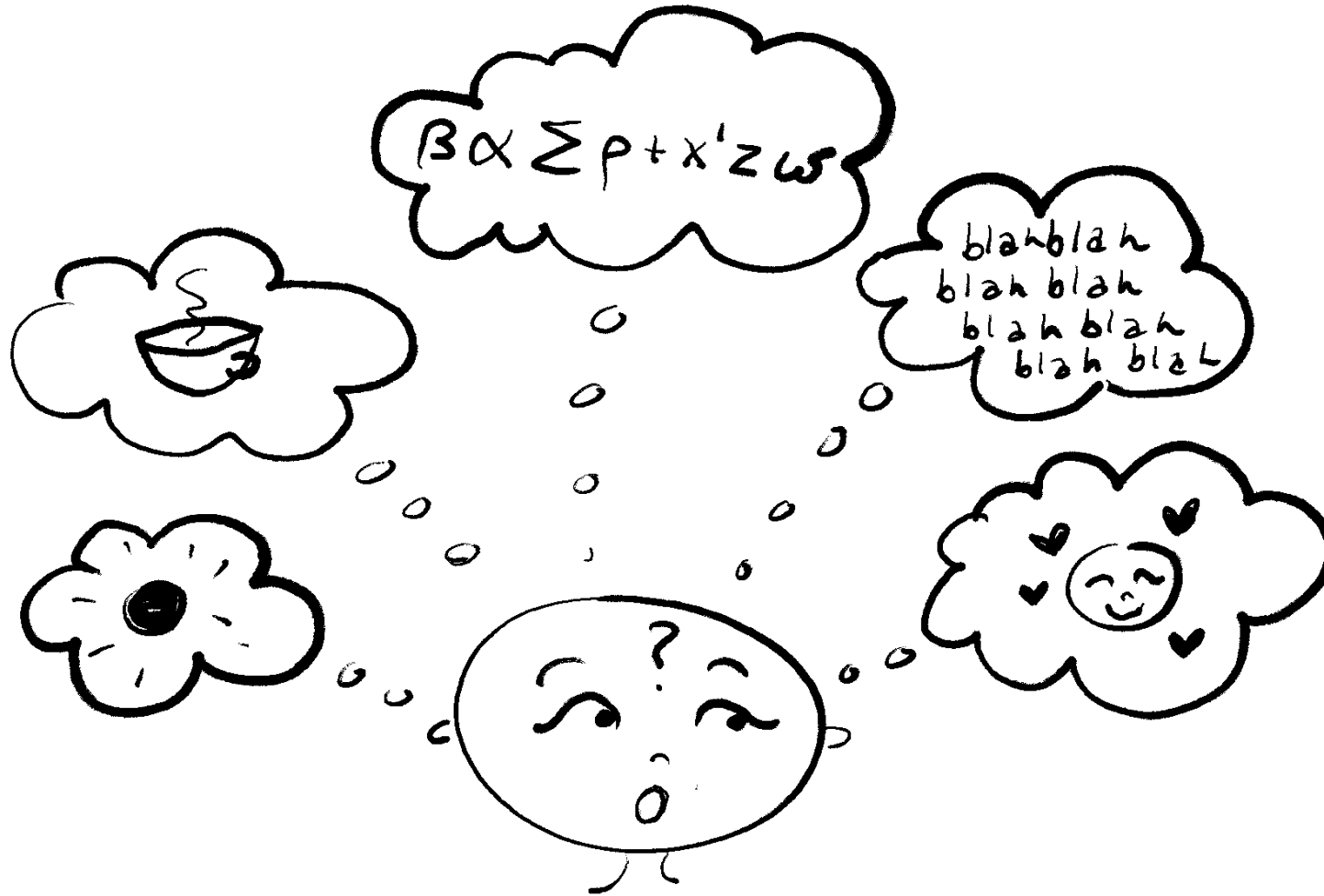
**Attention**

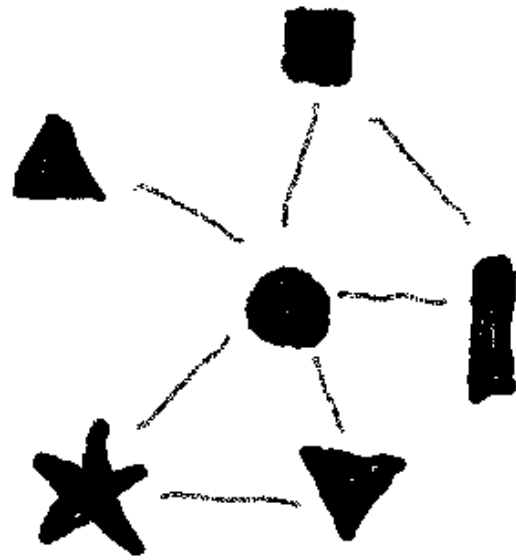




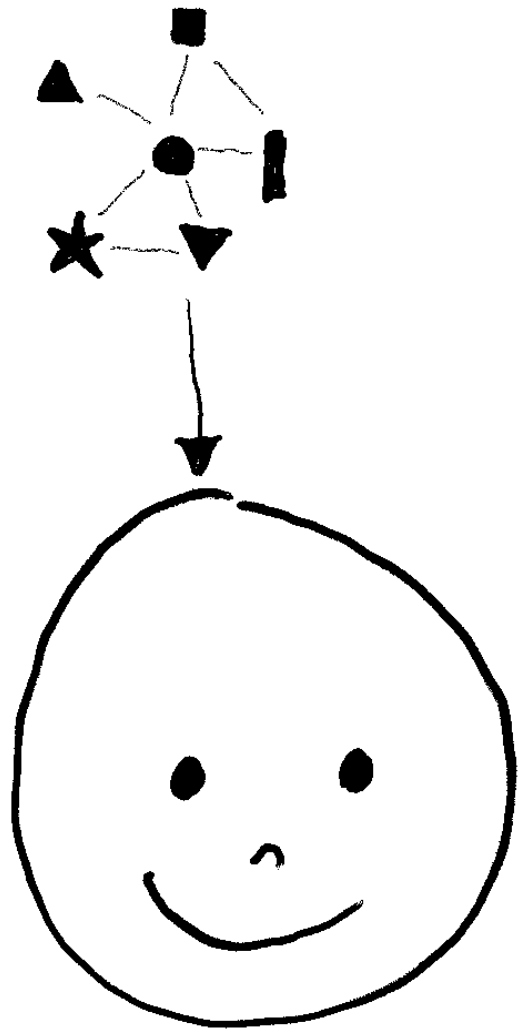


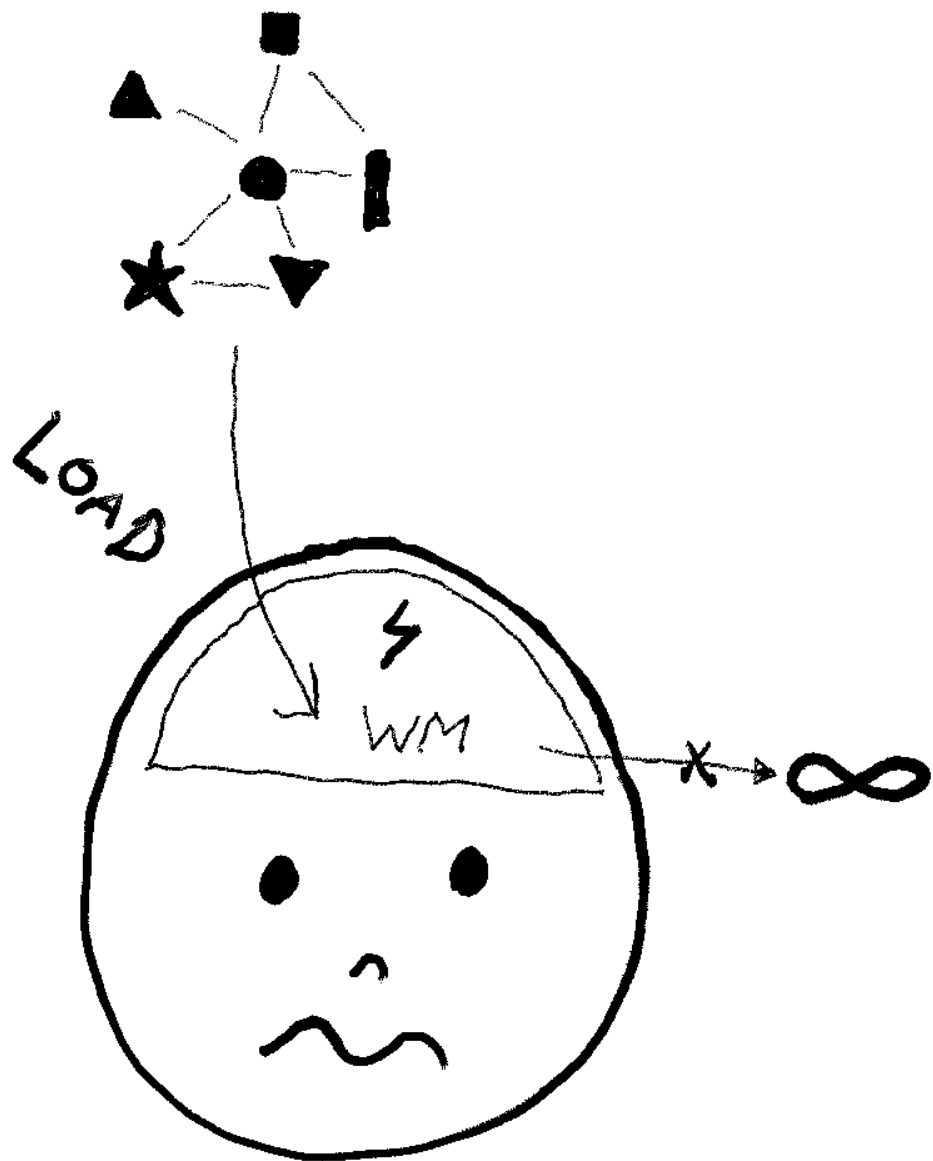
# Cognitive Load





Schema





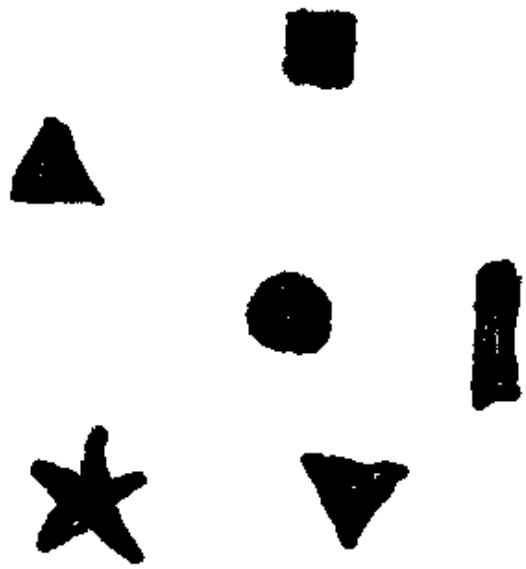


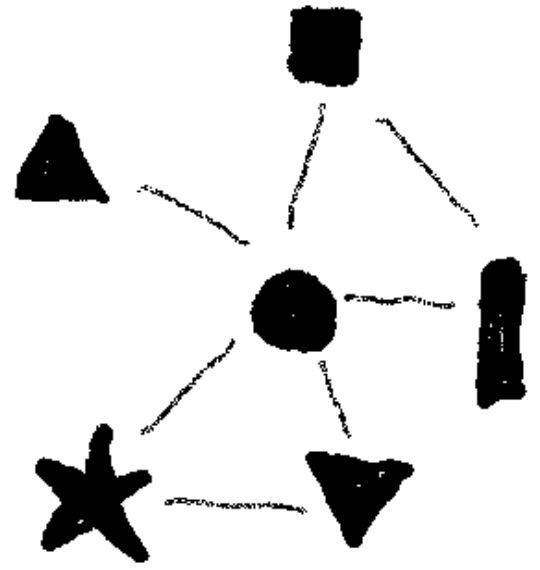


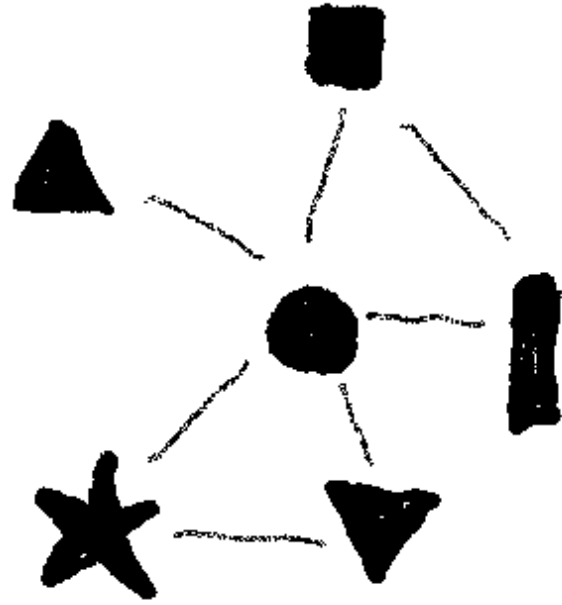




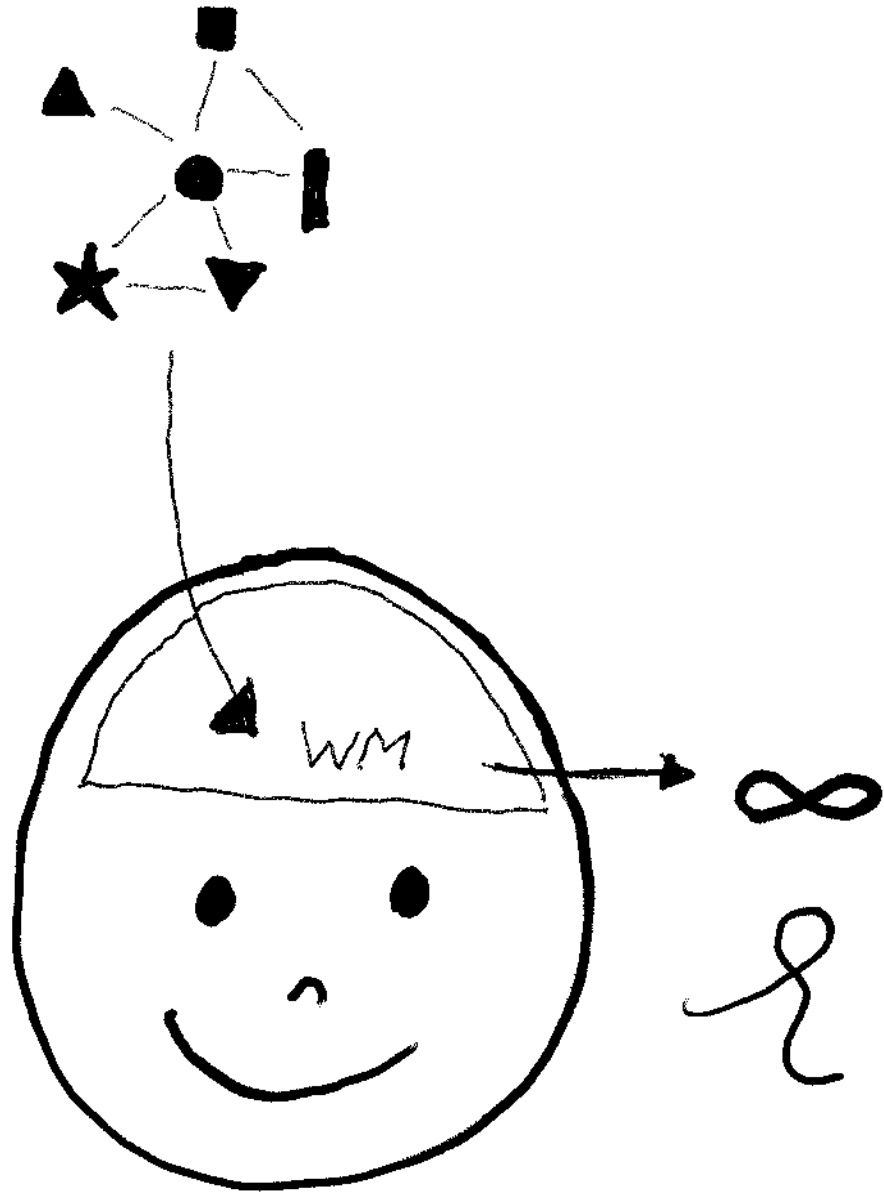


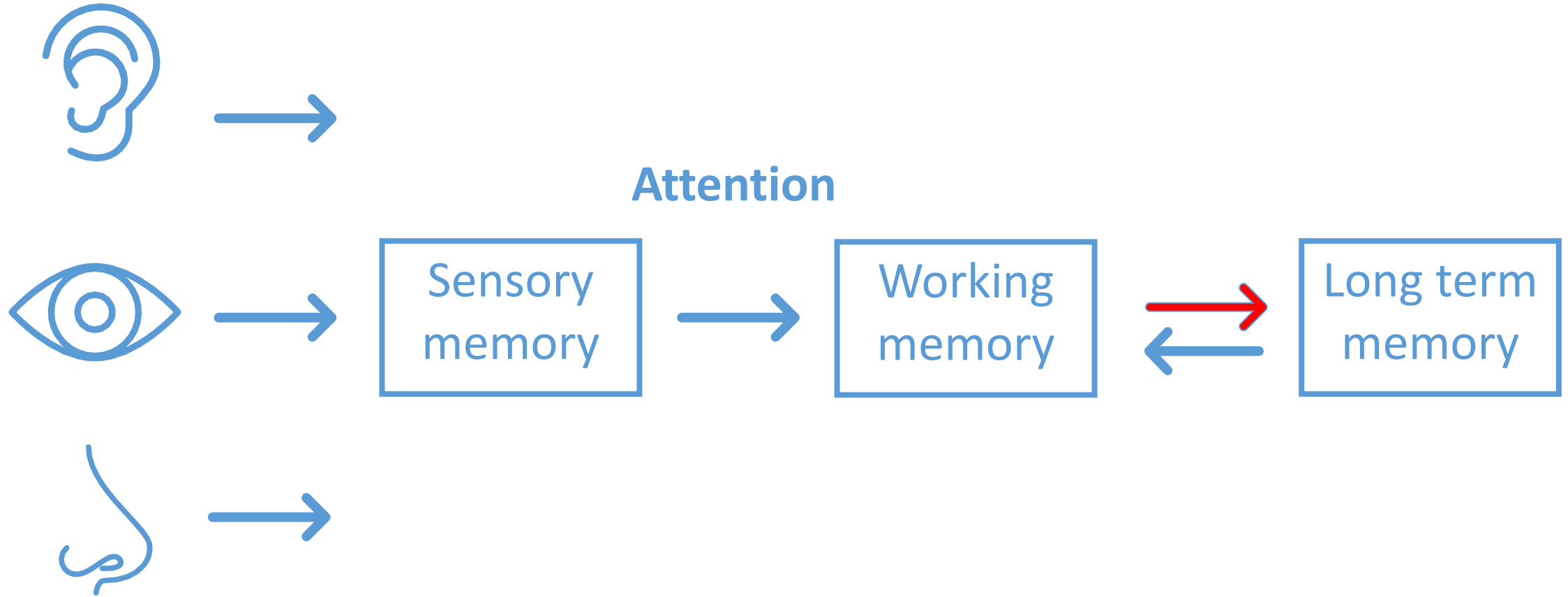


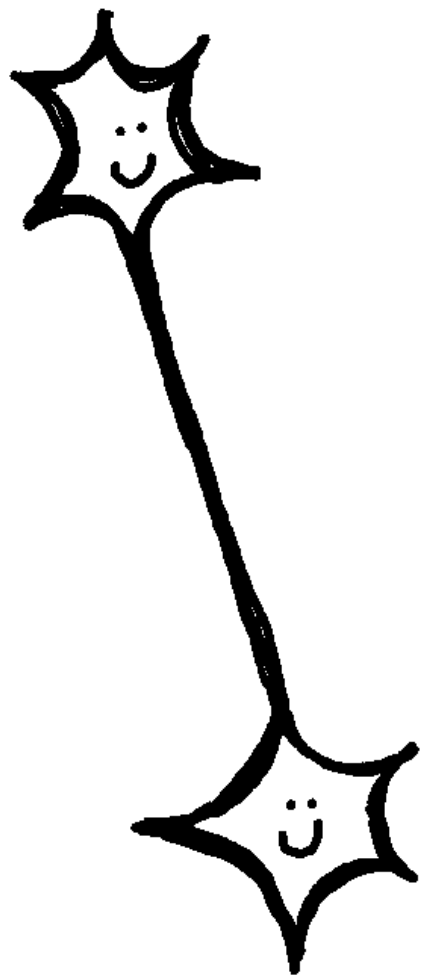


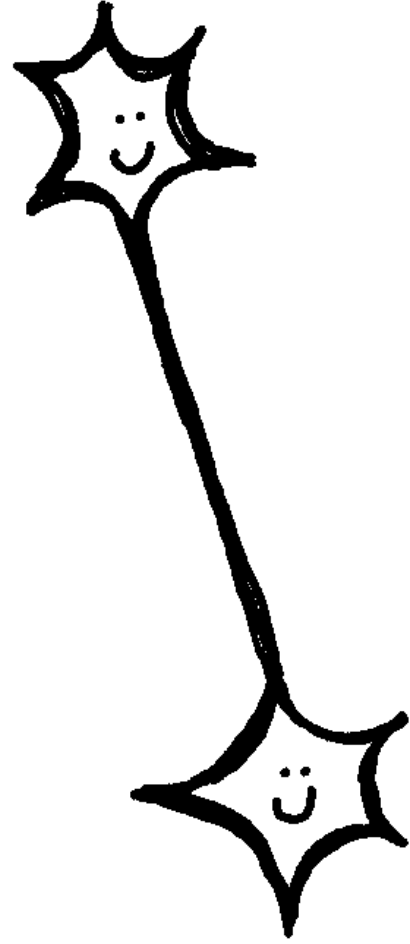


Schema = 1  
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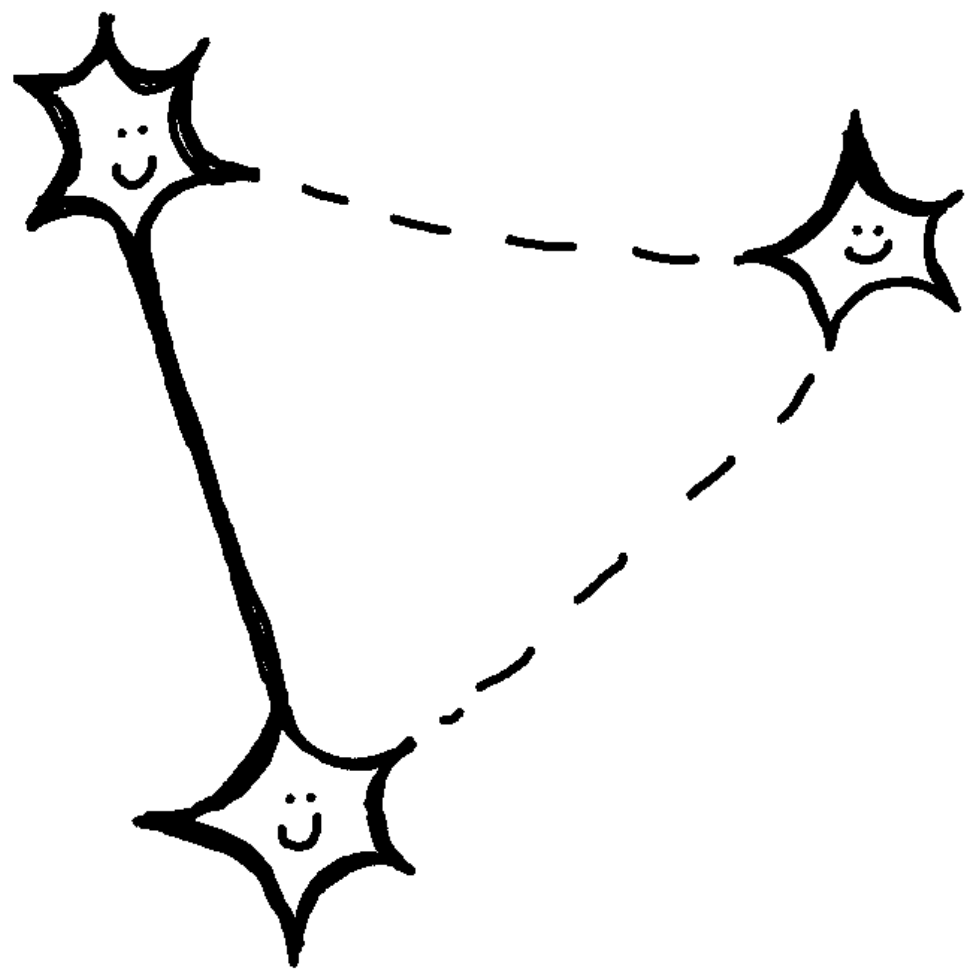


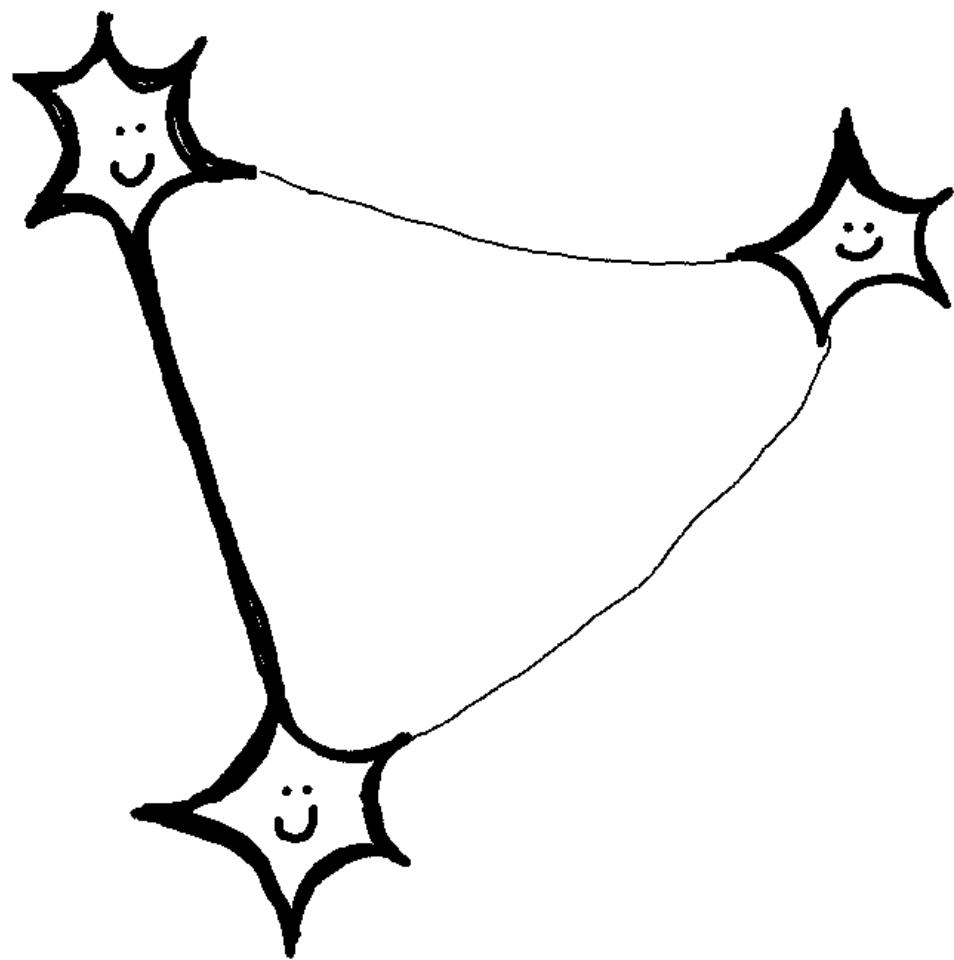


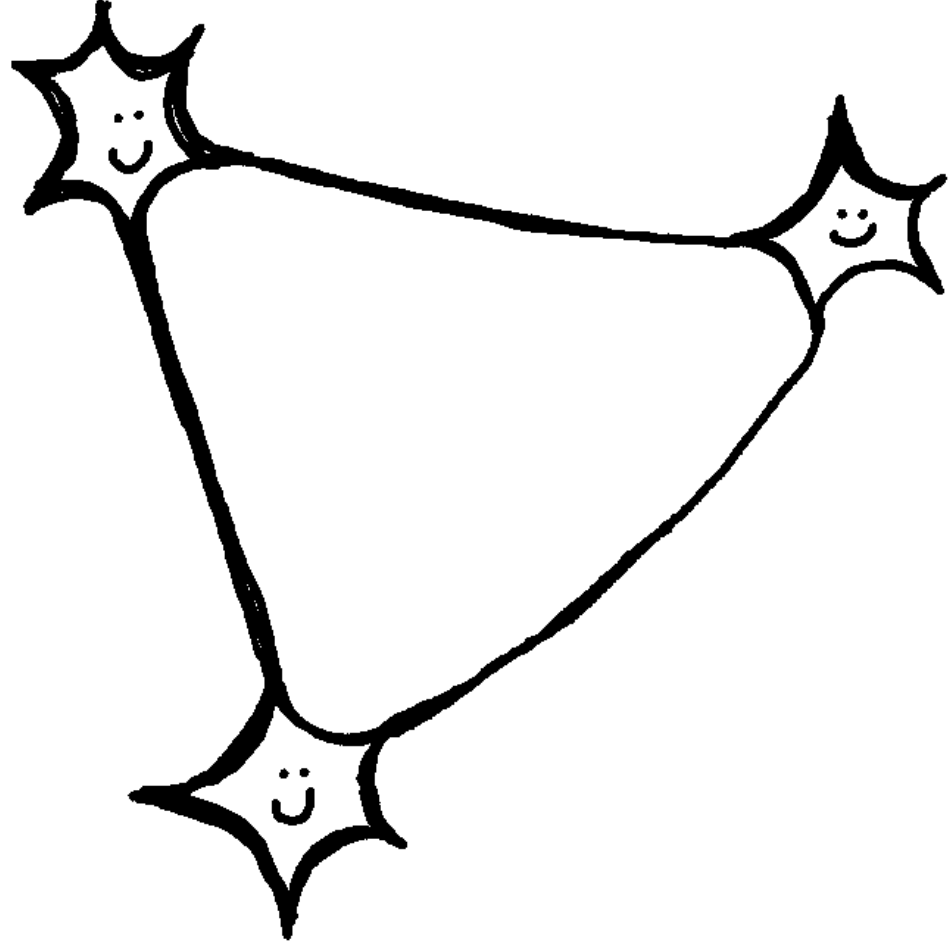


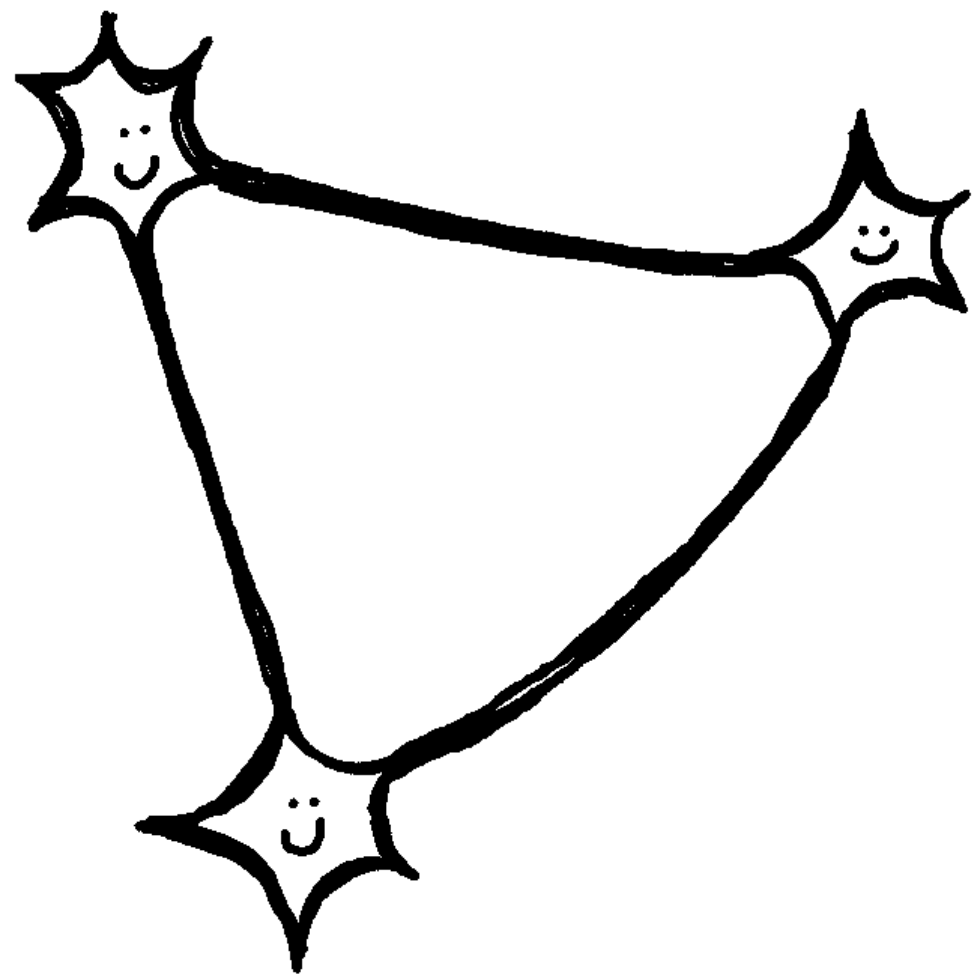




















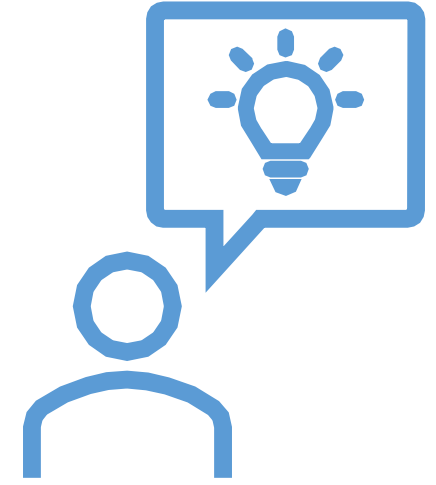


**Tip 1**

PREVIOUSLY ON

GAME OF THRONES



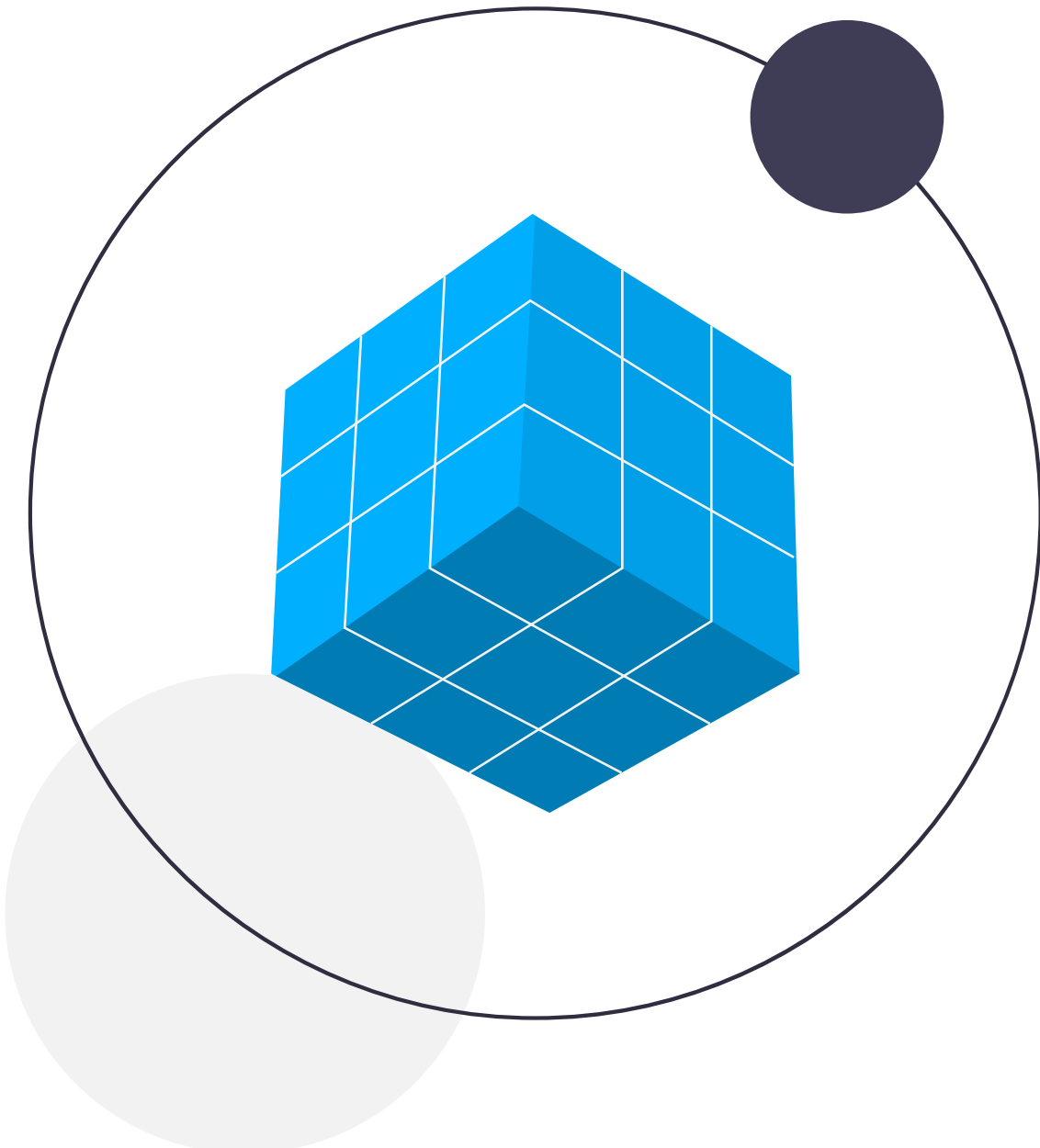


# Tip 1

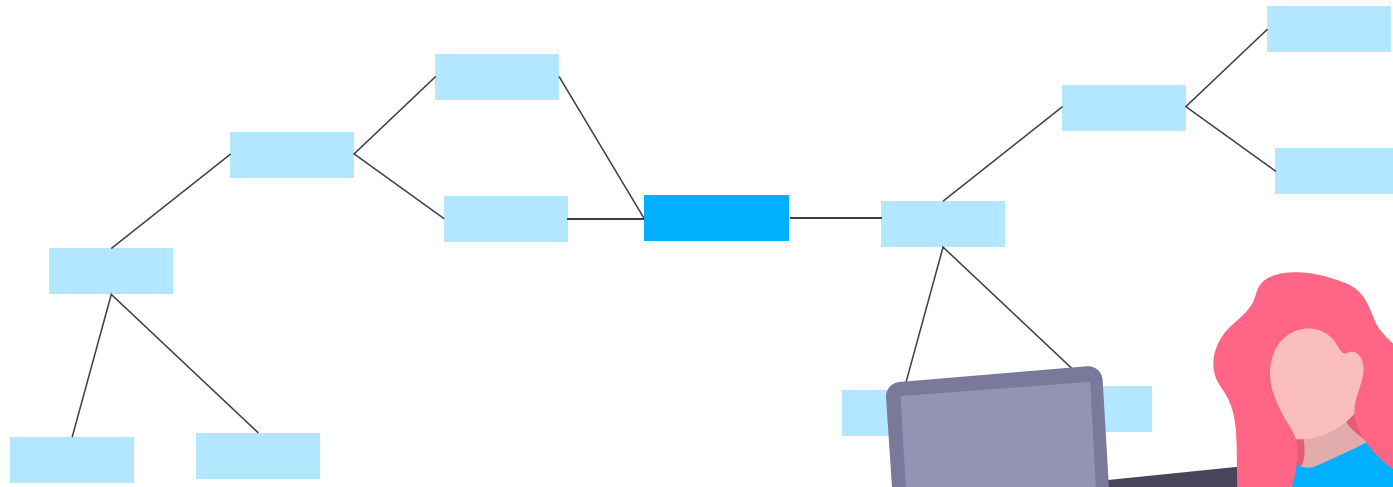
**Activate prior knowledge**

How?









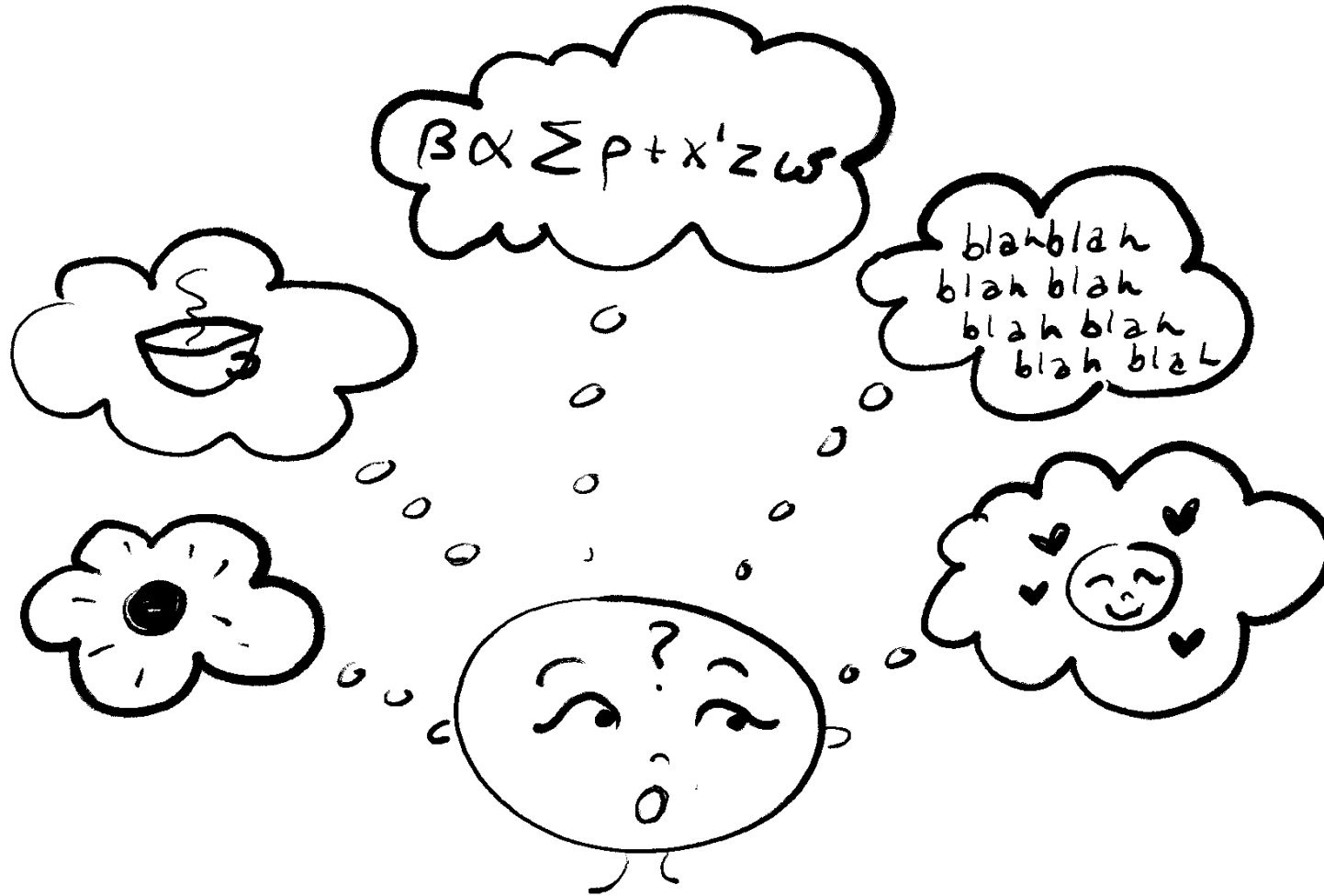


## Tip 2

**Offer a structured  
step-by-step approach**



# Cognitive Load






How?



# Learning objectives





“THOU SHALT INFORM  
LEARNERS OF THE  
LEARNING OBJECTIVES”

# Learning objectives

After this presentation you will be able to:

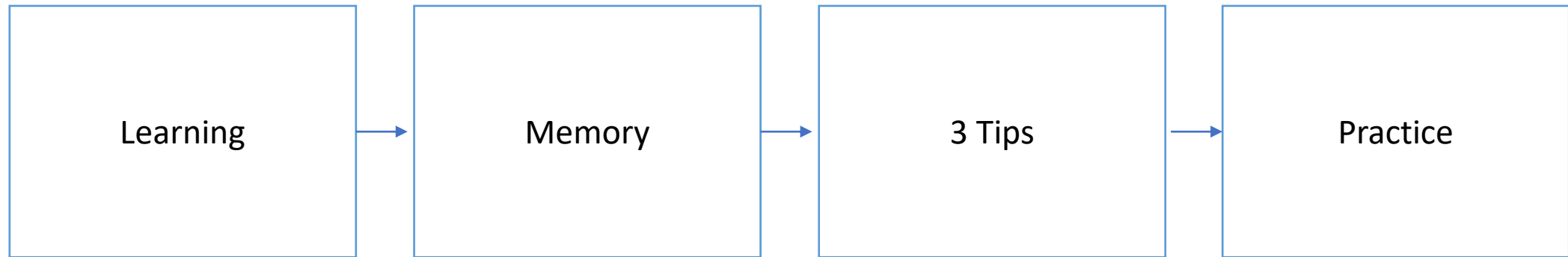
- Understand what learning is
- Understand how memory works
- Understand what cognitive load is
- Explain why it's important to activate prior knowledge
- Explain why a structured step-by-step approach helps learners learn
- Explain why it's important to make learners think
- Use the 3 tips in your own teaching



## Learning objective

To give you ideas, based on how the brain learns, that you can use to help your participants to really learn from your courses!

# Overview





Step

by

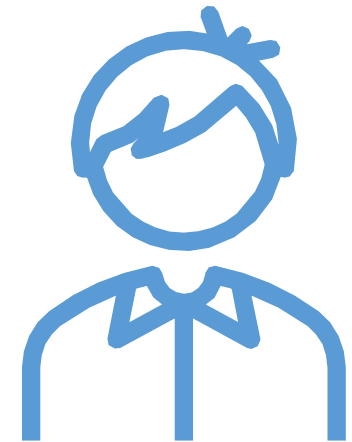
Step





# The “curse of knowledge”

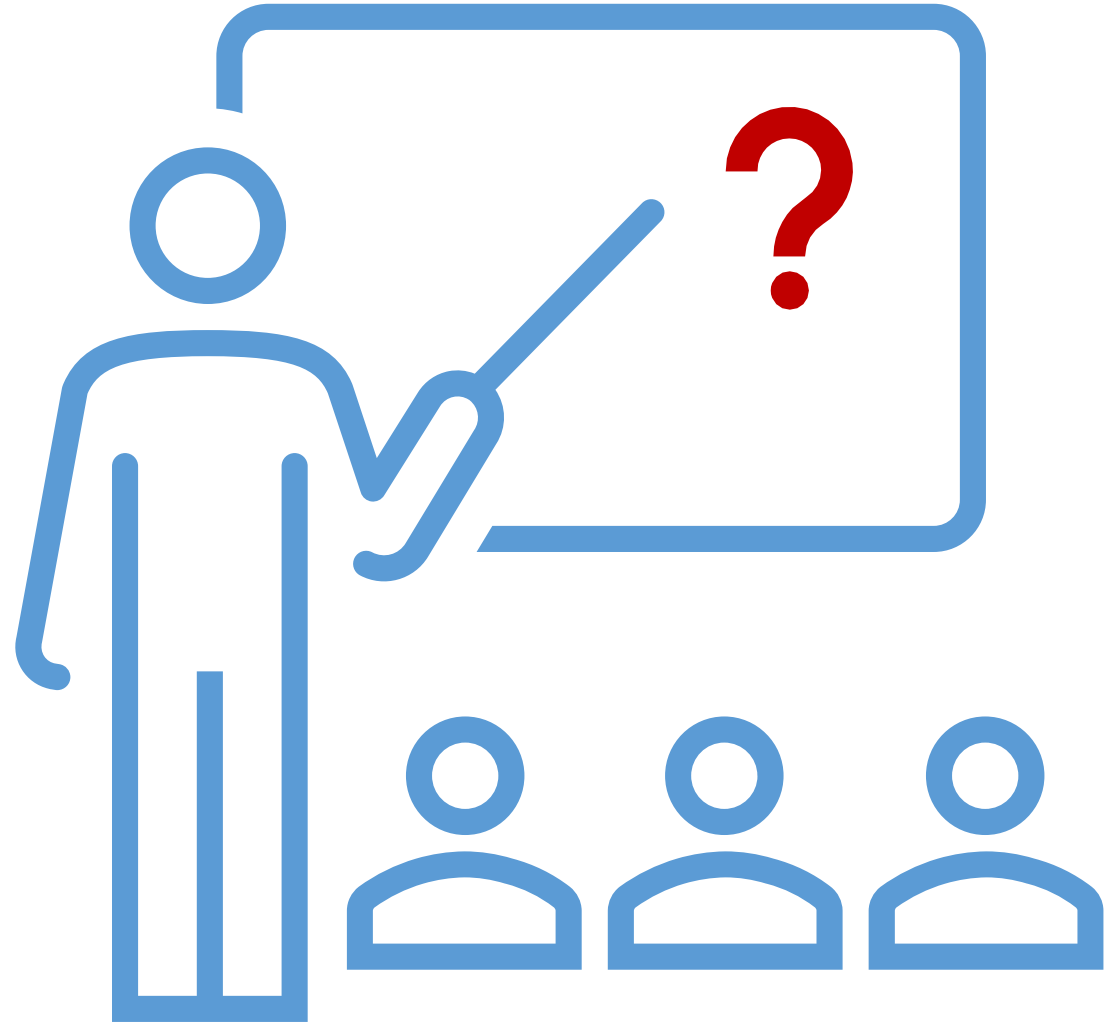
Can we do a PvP, like spleef? But don't be a griefer, even though I have everything in obby. I also want to do a mod on my skin! I have a huge stack!





# How?

Check!



*Less is More*

A neon sign with the text "Less is More" in a white, cursive font is mounted on a wall. The wall has peeling wallpaper, revealing a wooden surface underneath. To the right of the sign is a woven basket. The scene is dimly lit, with the neon sign providing the primary light source.

# ***Tip 2: Offer a structured step by step approach***

*How to implement this?*

❖ Remember:

Less is more!!



# How?



One concept per slide

# How?

- Step by step
- Check
- Less is more
- One concept per slide





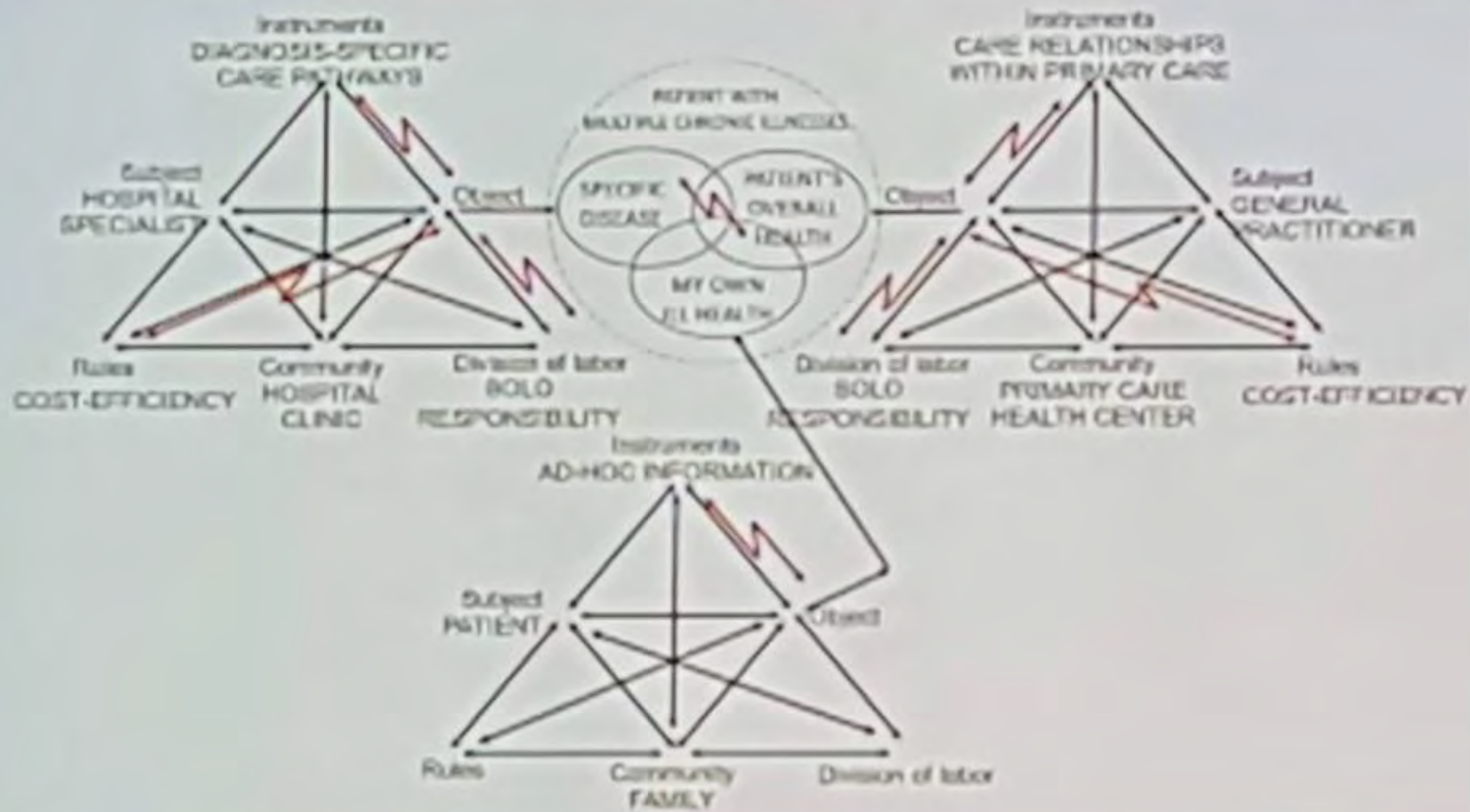
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1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	

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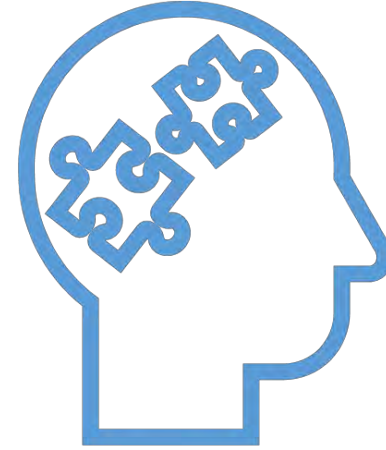






**Tip 3**

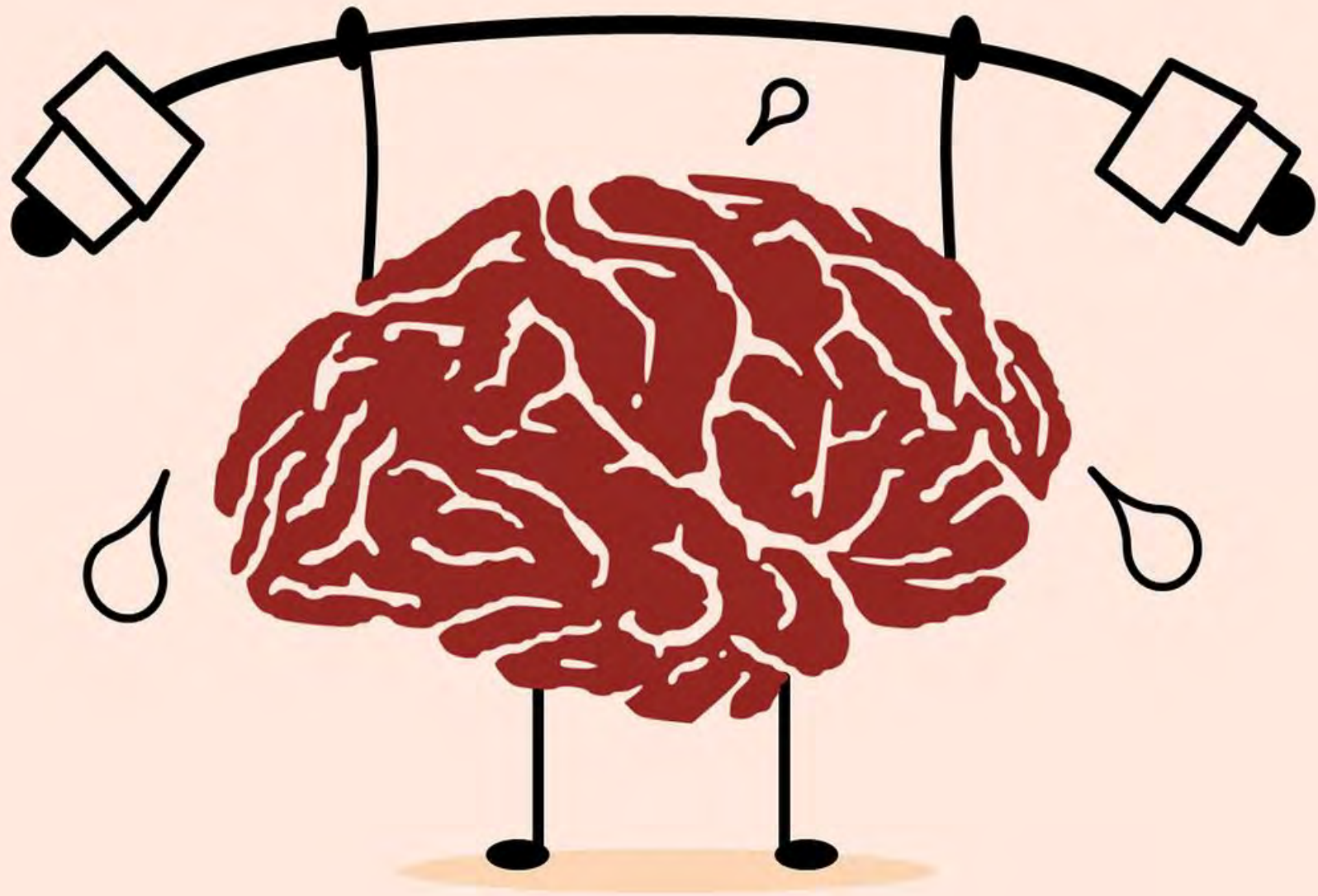
**Make them think**

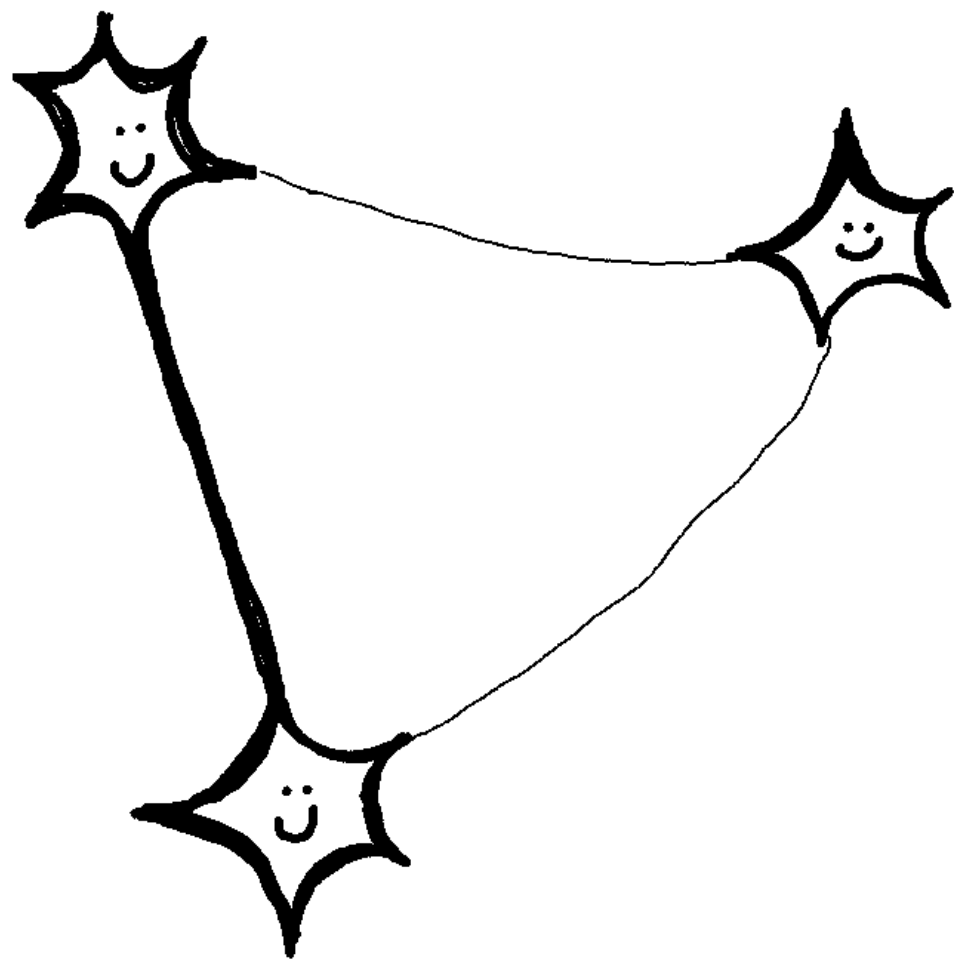


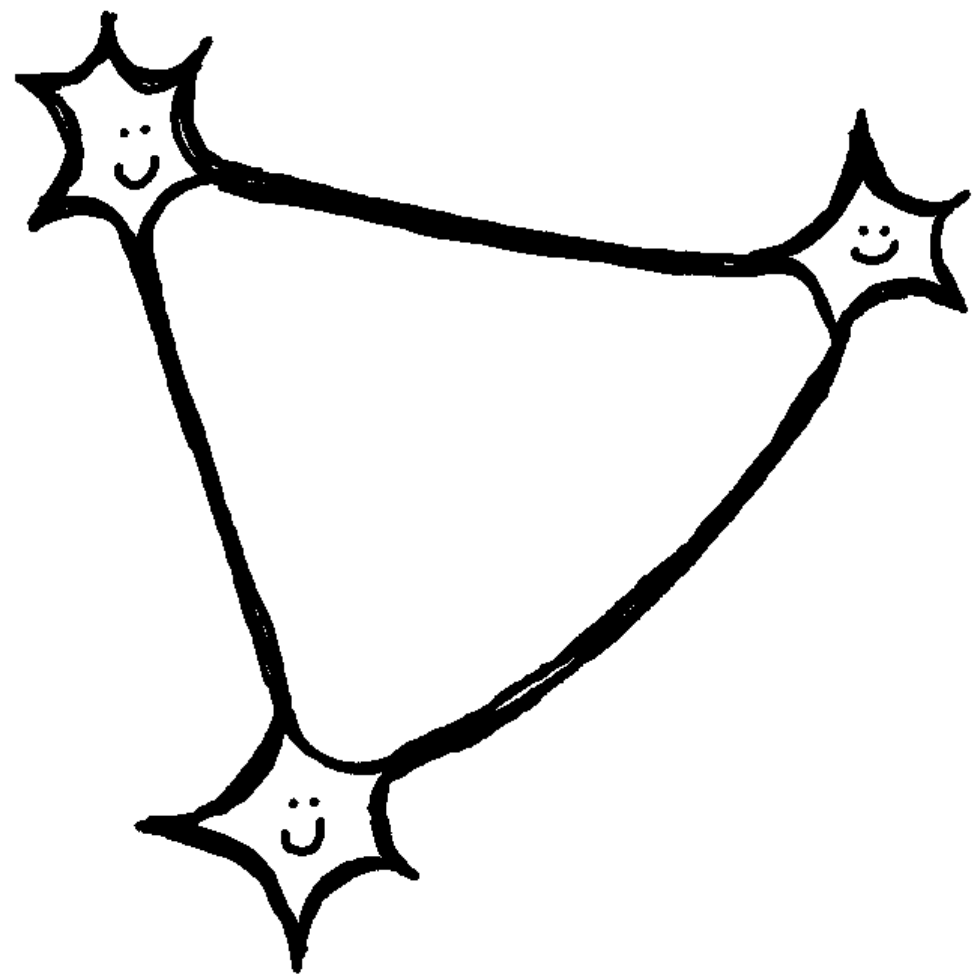










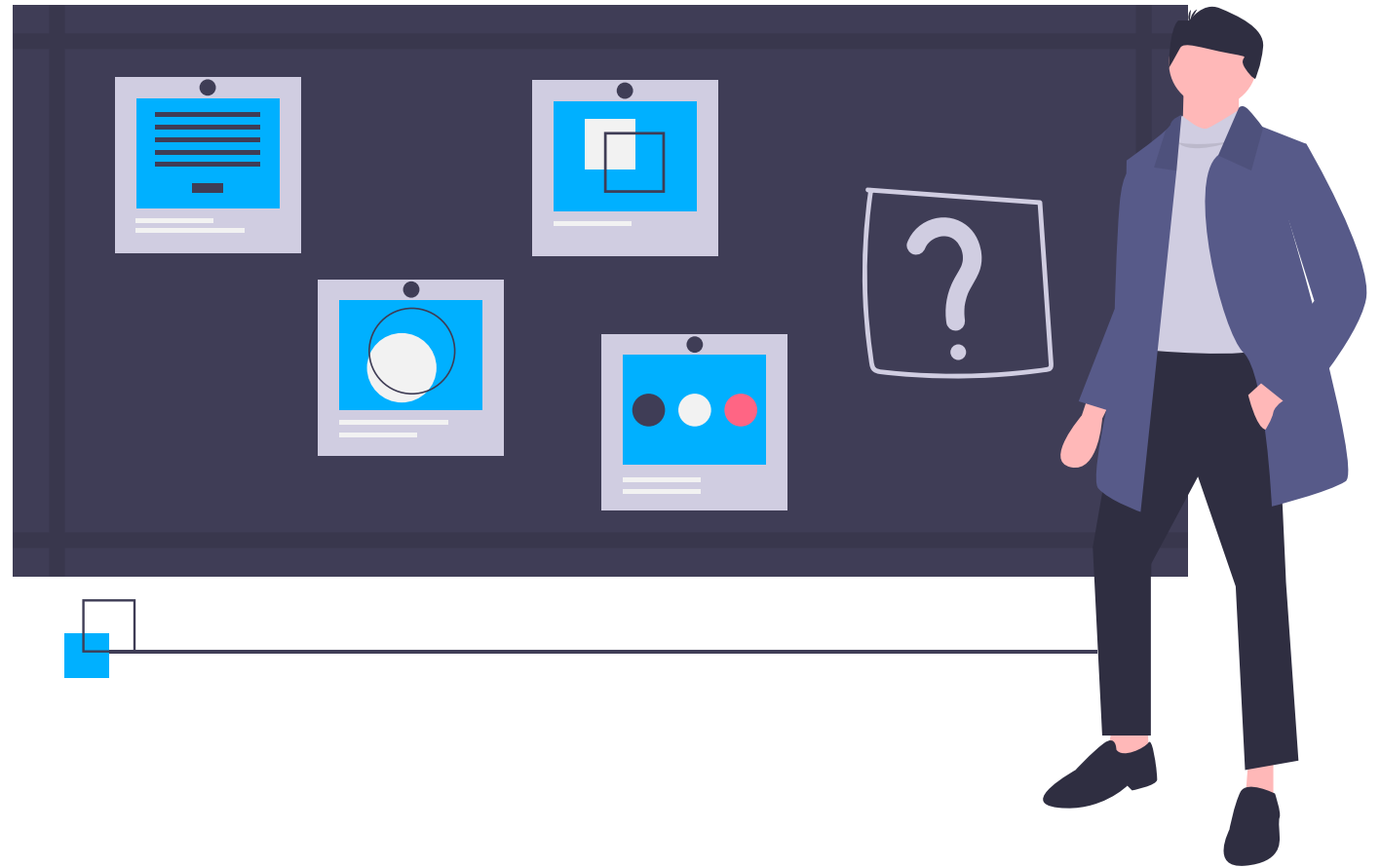




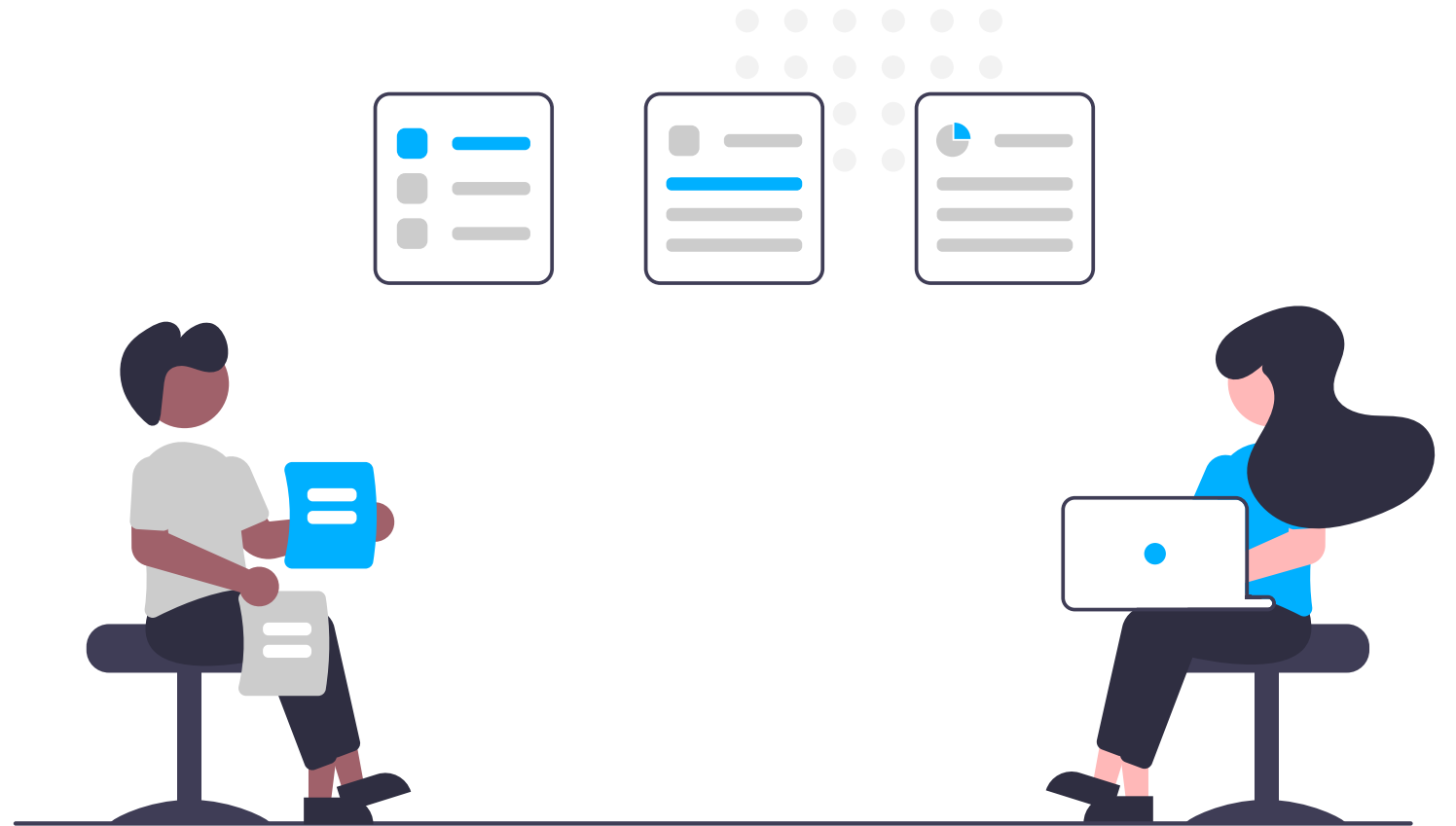
# How?



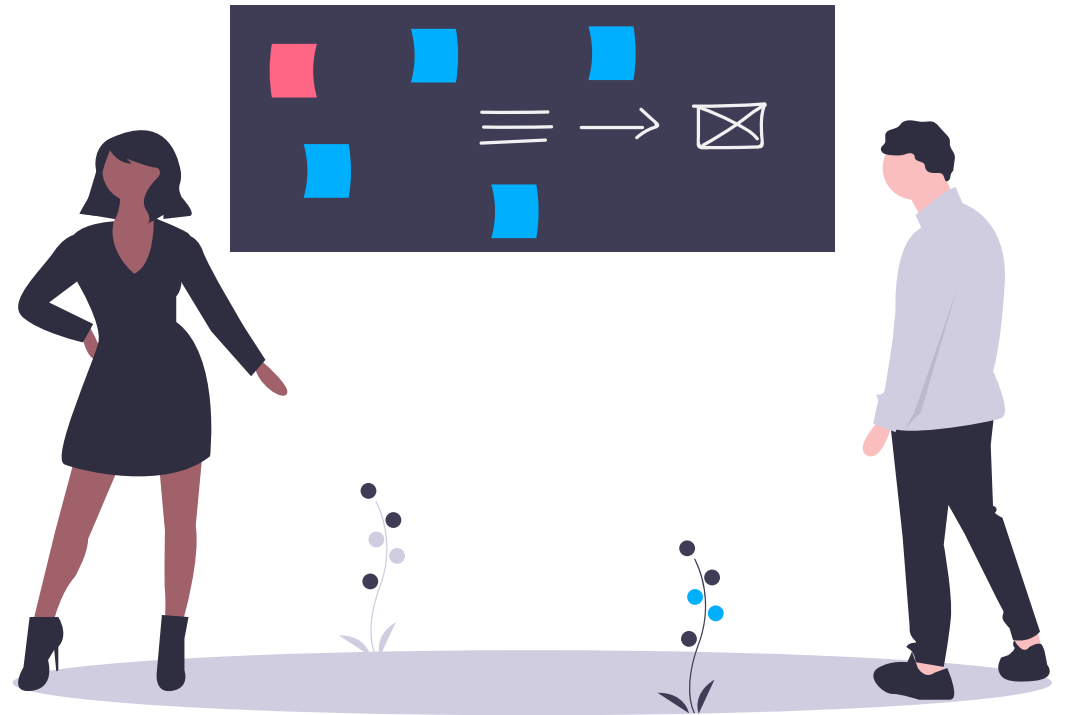
# Quiz



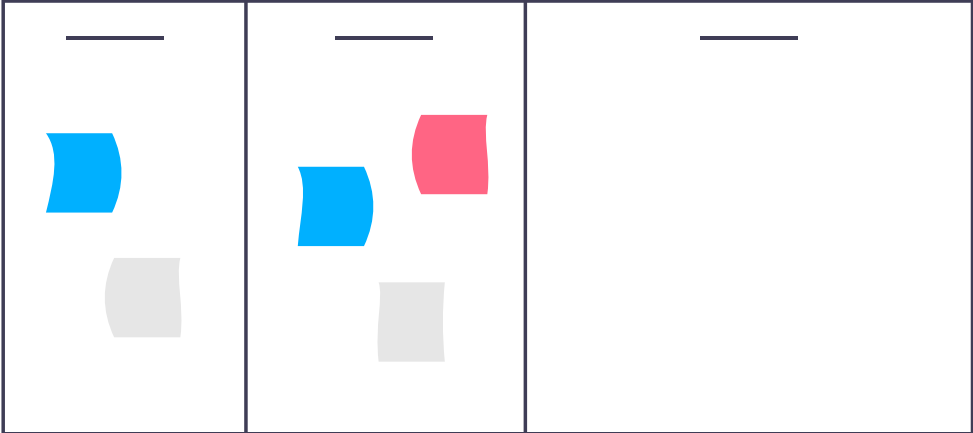
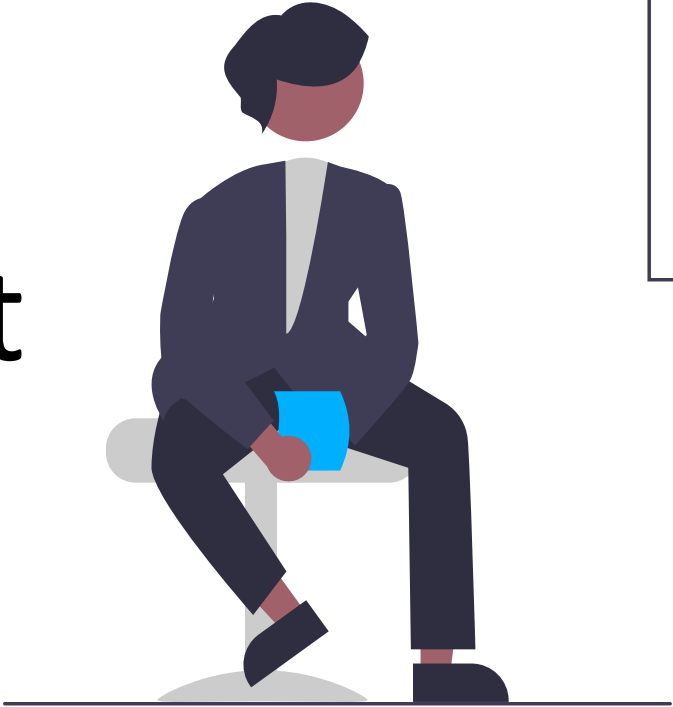
# Discussion



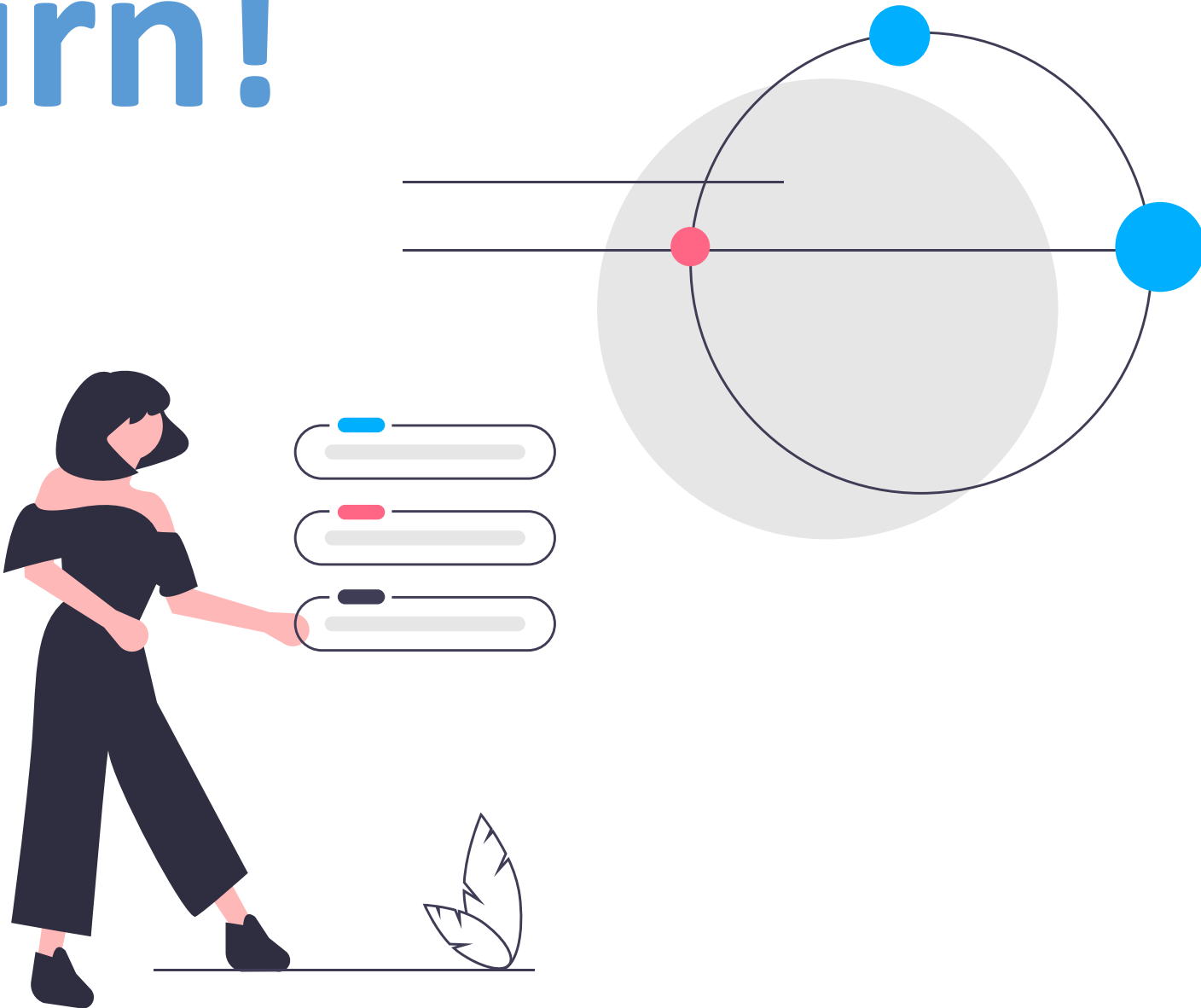
# Case & presentation



# Assignment



# Your turn!

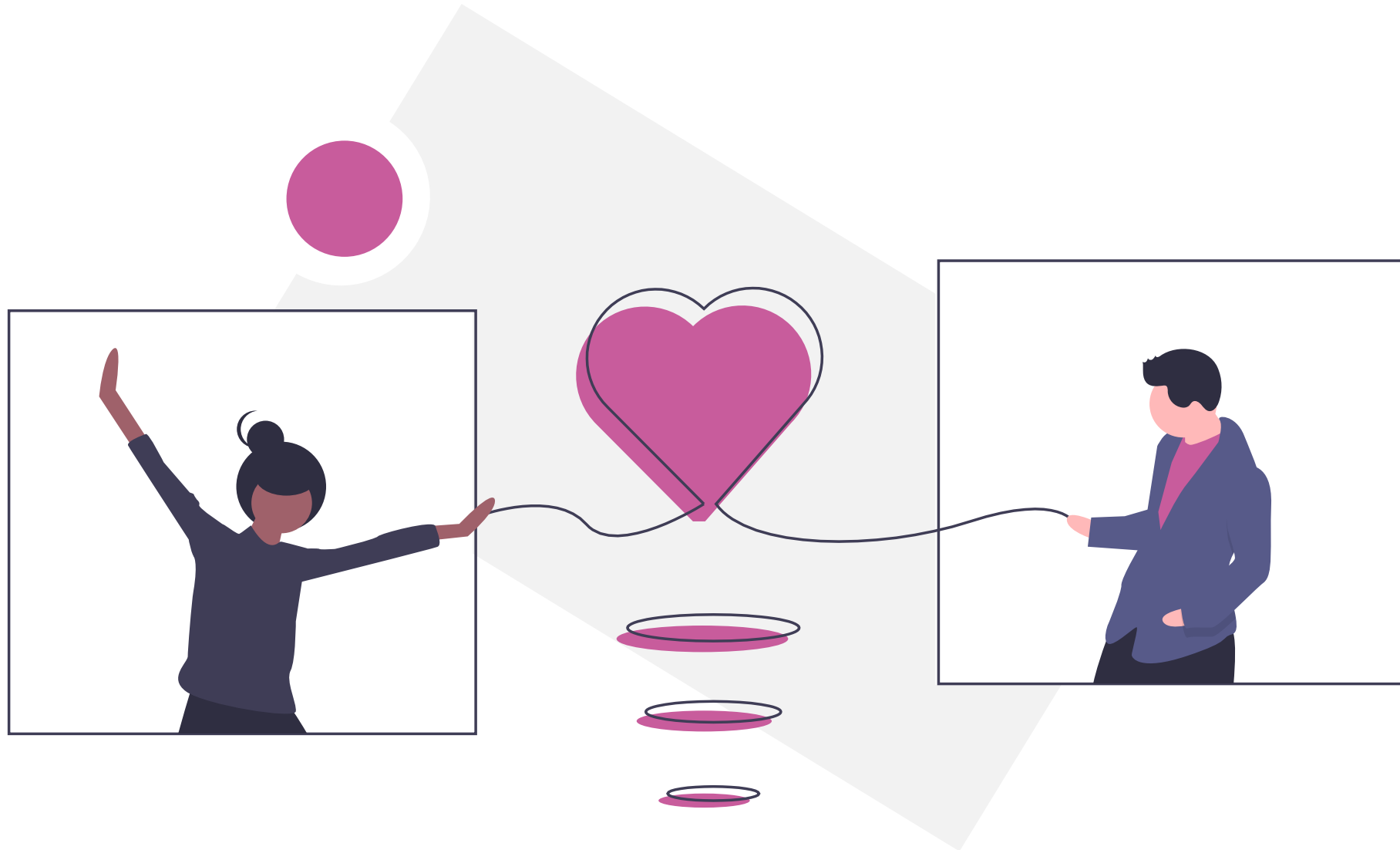


# Summary

- Tip 1      Activate prior knowledge
- Tip 2      Offer step by step structure
- Tip 3      Make them think

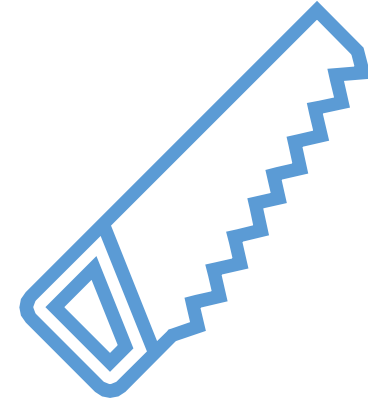
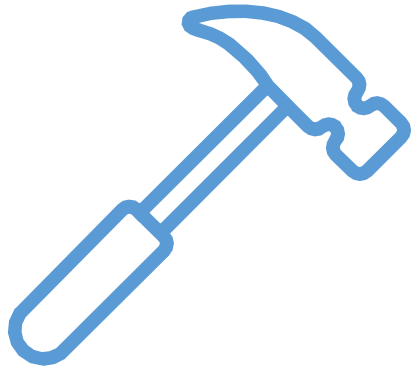


# Thanks to: unDraw





# Thanks to: PowerPoint Icons





Thanks to: Unsplash

Thank  
you!



goodbye

**Danielle Dobbe, MSc.**

Dutch Expert Centre for Screening (LRCB)

d.dobbe@lrcb.nl

@danielledok

