TACTILE LEARNING STYLE

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Adapted from www.businessballs.com/vaklearningstylestest.htm

Tactile Learning involves 'physical experience - touching, feeling, holding, doing, practical hands-on experiences'. (Chapman, 2012)

LEARNING NEW IDEAS:

To help learn new concepts a student could use :

- Laboratories
- Field trips
- Using all senses
- Computing/Mouse
- Lecturers who give real-life examples
- Trial and error

These are not an exhaustive list, but could be used as a 'first strategy' before reading large amounts of text, copying notes or sitting through detailed lectures.

Tactile learners may enjoy:

- Mecanno/Lego
- Field Trips/The Outdoors
- Playing Games

MAKING STUDY AIDS:

Ideas for short and long term memory recall for tactile learners are varied :

- Discuss using 'real life' examples
- Solving a problem with other Tactile Learners
- Doing a 'risky' experiment
- Competing with others on a game
- Teaching others a concept

PERFORMING WELL :

In order to better explain your ideas for assessment, a student could :

- Role play the solution
- Create a diagram of the concept
- Build a model of the project
- Summarise notes with as many 'real-life' examples
- Teach the concept

Experiments

Moving into a laboratory or work-shed to practice the concept tends to solidify the abstract. Seeing first-hand the result of an experiment can help show the 'reality' of its significance http://tinyurl.com/kgdsmeu

Playing Games

Adding the element of competitive behaviour to a hands-on task can provide strong stimuli to recall. Seeing the action and reaction of another tactile learner to the situation can reinforce learning goals http://tinyurl.com/mko5rqc

Design and Construction

Using building materials to make a model of the concept can help recall and evaluative skills to form. Allowing trial and error to naturally occur often provides a personal model of 'best-practice' http://tinyurl.com/lobwu9g