

Learning Loops

Pre or Post Testing - Use this to improve learning transfer



Learning Loops can be created for any subject matter where a question can be paired with a 'correct' answer. A minimum of 24 questions are required and 48 or more can be used. It is also possible to 'group' questions into several themes, and therefore consider several subject areas. In this way facilitators can 'check' what delegates really know before beginning, or 'test' how much they have learned at the end of the programme.

- How can I check that people understand the key features of this new computer programme?
- How I can determine which parts of this training programme worked well and which did not?
- What do my delegates really know about this subject before we go into any more depth?

US Patent: 11/642,259

Learning Loops is supplied as a Microsoft® Word template, allowing facilitators to drop their questions and answers directly into place, and print the automatically-created 'playing cards'. Learning Loops can also be supplied as a software-based program.

- Use Learning Loops where you want to try and create more engagement around important subject matter that you want your participants to fully understand
- Use Learning Loops to check if your training programme is successfully transferring the required knowledge to your participants
- Use Learning Loops where you wish to utilise the knowledge spread across your delegate group and allow everyone to be brought up to a similar level
- Use Learning Loops as a fun alternative to setting a 'test'

To add LEARNING LOOPS to your resource library:

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It is known that pre-testing (testing people on knowledge they have yet to acquire) and regular post-testing (asking people to recall information or use it to solve a problem) improves learning transfer.

Learning Loops is a business process created by RSVP Design Ltd. which can be used to create an engaging team or solo-based card game which tests understanding of any body of factual knowledge. Each playing card contains questions with three multiple choice answer possibilities.

The process is self-checking in that there is only 1 unique solution when the correct answers are given to a series of 48 multiple choice questions, **and** the playing cards form a specific pattern.

An important feature of Learning Loops is that the correct answers are only revealed when all the 'loops' of eight questions are answered – this can force an individual to re-check a number of previously provided answers and deepen the understanding of the subject matter.

