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10-25-2019

Empowering Your Staff to Solve Problems: Evidence-Based Training for Strategic Thinking

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Recommended Citation

French, Rebecca B. and Keach, Jennifer A., "Empowering Your Staff to Solve Problems: Evidence-Based Training for Strategic Thinking" (2019). *Libraries*. 177. https://commons.lib.jmu.edu/letfspubs/177

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EMPOWERING YOUR STAFF TO SOLVE PROBLEMS

Evidence-Based Training for Strategic Thinking

Introductions

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Agenda

- Why teach problem solving?
- Two problem solving scenarios
- Gagné's five categories of learning
- Four tips for teaching problem solving

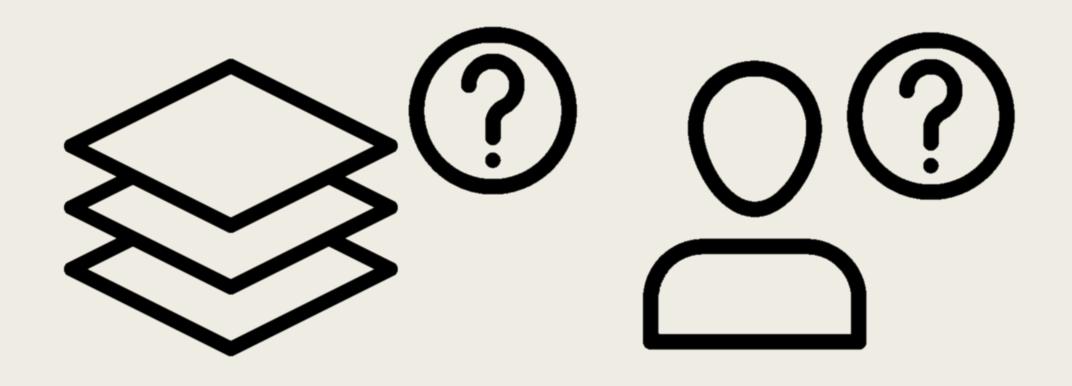
Why Teach Problem Solving?

- Staff, students, and volunteers increasingly performing more complex tasks
- Outsourcing and/or automation of routine work
- Retirements and loss of institutional memory

Problem Solving



- A process by which the learner
 - discovers a combination of previously learned rules
 - plans their application
 - to achieve a solution for a novel problem situation.



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Time's Up!

WHAT'S YOUR PROBLEM SOLVING SCENARIO?

Gagné's Theory of Instruction: Five Categories of Learning



Motor Skills



Attitudes



Verbal Knowledge



Procedural Knowledge



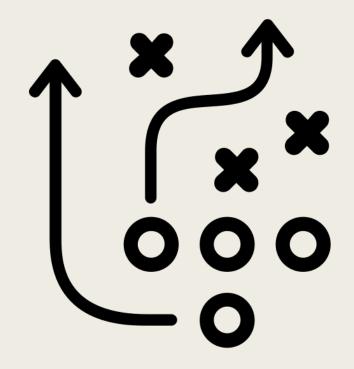
Thinking Strategies

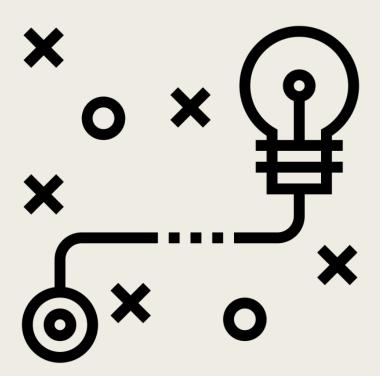
Different Learning Categories...





Different Learning Categories... ...Match Different Teaching Strategies





"The performer [of problem solving] uses previously learned *rules, verbal information,* and *cognitive strategies* to reach a solution or achieve the goal."

- Robert Gagné (1996)



Verbal Knowledge



Procedural Knowledge

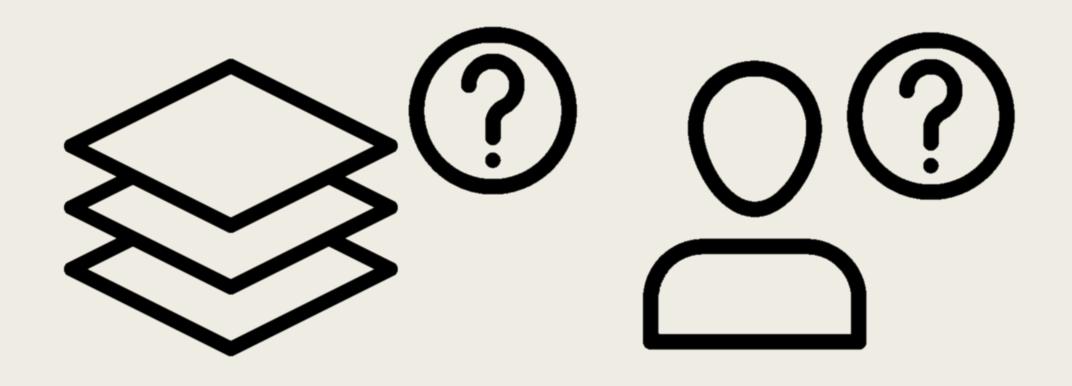


Thinking Strategies

Verbal Knowledge



- Being able to state or describe something
- Examples
 - Names or labels
 - Facts
 - Body of knowledge



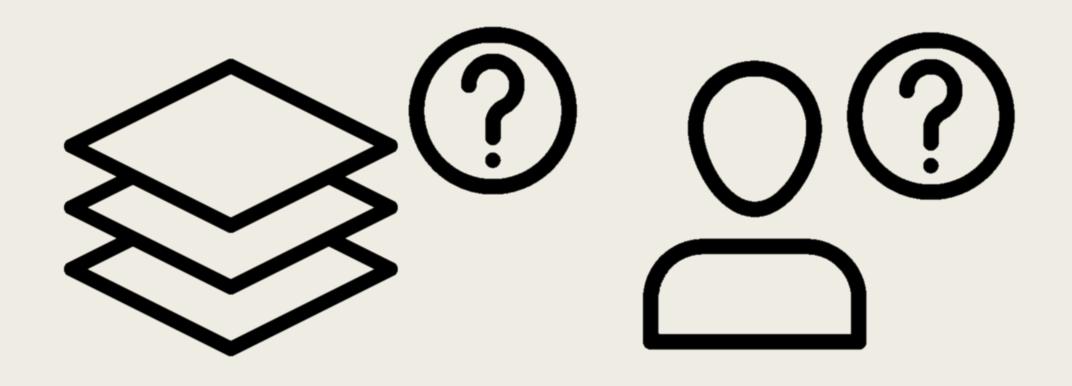
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Procedural Knowledge



- Learning to distinguish between things
- Learning how to do something
- Examples
 - Books versus bound journals
 - Professors and students are users
 - We allow professors to renew books as often as they'd like
 - Procedure for renewing a book



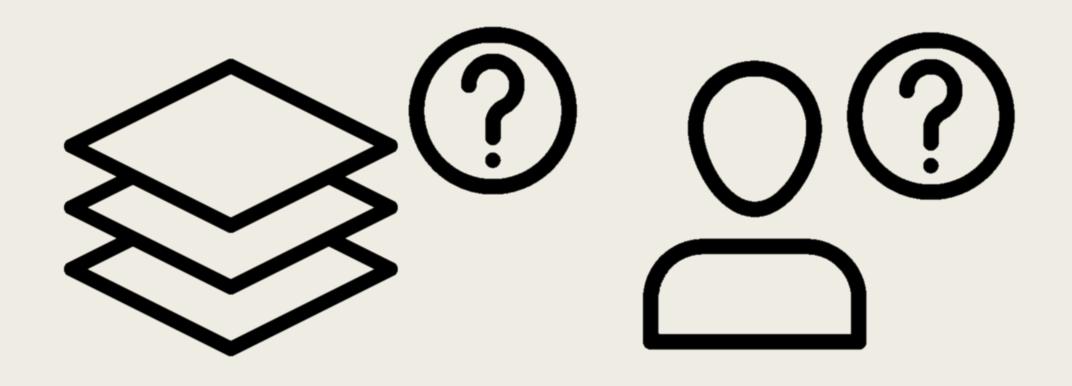
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Thinking Strategies



- Ways learners manage their own thinking and learning
- Examples
 - Highlighting
 - Rehearsal
 - Mnemonic devices
 - Selecting the best strategy for a particular situation
 - Rubber duck debugging



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SHARE YOUR SCENARIO AND A LEARNING CATEGORY

Challenges in Learning Verbal Knowledge



- Experts have greater body of knowledge than beginners
- Cognitive load of trying to recall relevant information (names, facts, and how those are connected in a body of knowledge)

Tip #1: Use Goal-Free Problems



- Learner is given information and asked to discover whatever they can
- Reduces cognitive load by removing the goal and preventing working backwards

Challenges in Learning Procedural Knowledge



- Cognitive load of trying to recall concepts, rules, and procedures
- Trainer won't always be there to assist

Tip #2: Use Job Aids



Benefits

- Reduces learner's cognitive load
- Provides concepts/rules/procedures at point of need
- Helps automate application of rules and procedures
- Creation helps trainer make implicit knowledge explicit
- Can include verbal and procedural knowledge

Challenges in Learning Thinking Strategies



- Many are implicit
- Take time to develop
- Different people may prefer different thinking strategies

Tip #3: Use Cognitive Apprenticeship



- Expert thinks out loud while solving a problem
- Works with both prepared and real world situations
- Also good for teaching attitudes

Challenges in Learning How to Solve Problems



- Pulls together:
 - Recall of facts and knowledge (i.e. verbal knowledge)
 - Competence with applying rules and following procedures (i.e. procedural knowledge)
 - Ability in activating different strategies (i.e. thinking strategies)
- Takes experience to learn how to solve problems

Tip #4: Provide Practice



- Incorporate practice in formal instruction, informal coaching, and/or on-the-job experience
- Provide practice problems that relate specifically to the job
- Provide guidance which focuses on the process



WHAT'S YOUR **NEXT STEP** TO TEACH PROBLEM SOLVING?

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What Questions Do You Have For Us?

- Gagné's five categories of learning
 - Motor skills
 - Attitudes
 - Verbal knowledge
 - Procedural knowledge
 - Thinking strategies

- Four tips for teaching problem solving
 - Use goal-free problems
 - Use job aids
 - Use cognitive apprenticeship
 - Provide practice

Gagné's 9 Instructional Events

- 1. Gaining attention (reception)
- 2. Informing learners of the objective (expectancy)
- 3. Stimulating recall of prior learning (retrieval)
- 4. Presenting the stimulus (selective perception)
- 5. Providing learning guidance (semantic encoding)
- 6. Eliciting performance (responding)
- 7. Providing feedback (reinforcement)
- 8. Assessing performance (retrieval)
- 9. Enhancing retention and transfer (generalization)