**LEARNING CONTRACT FORM**

Definition of Competency: Bottom half, p. 6

<table>
<thead>
<tr>
<th>Learner _____________________________</th>
<th>Learning Experience: ______________________________</th>
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<table>
<thead>
<tr>
<th>Learning Objectives</th>
<th>Learning Resources and Strategies</th>
<th>Target Date for Completion</th>
<th>Evidence of Accomplishment Of Objectives</th>
<th>Criteria and Means for Validating Evidence</th>
</tr>
</thead>
<tbody>
<tr>
<td>COLUMN # 1 Support materials pp. 2, 3, 4</td>
<td>COLUMN # 2 Support Materials p. 5</td>
<td>Manage time by estimating hours per objective</td>
<td>COLUMN # 3 Support materials, p. 6</td>
<td>COLUMN # 4 Support materials p. 7</td>
</tr>
</tbody>
</table>

**WORKSHEET FOR STATING LEARNING OBJECTIVES**

One of the outcomes of this program I would like to see is:

<table>
<thead>
<tr>
<th>BEHAVIORAL ASPECT</th>
<th>CONTENT AREAS</th>
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</thead>
<tbody>
<tr>
<td>To develop <strong>KNOWLEDGE</strong> about</td>
<td>Knowledge - Generalizations about experience; internalization of information</td>
</tr>
<tr>
<td>To develop <strong>UNDERSTANDING</strong> of</td>
<td>Understanding - Application of information and generalizations</td>
</tr>
<tr>
<td>To develop <strong>SKILL</strong> in</td>
<td>Skills - Incorporation of new ways of performing through practice</td>
</tr>
<tr>
<td>To develop <strong>ATTITUDES</strong> toward</td>
<td>Attitudes - Adoption of new feelings through experiencing greater success with them than with old feelings</td>
</tr>
<tr>
<td>To develop <strong>VALUES</strong></td>
<td>Values - The adoption and priority arrangement of beliefs</td>
</tr>
<tr>
<td>To develop <strong>INTEREST</strong> in</td>
<td>Interest - Satisfying exposure to new activities / experiences</td>
</tr>
</tbody>
</table>

University of Missouri, St. Louis

**EVIDENCE FOR DIFFERENT OBJECTIVES***

**Knowledge**
- reports of knowledge acquired, as in
  - ____ essays
  - ____ examinations
  - ____ oral presentations
  - ____ audio-visual presentations

**Understanding**
- examples of utilization of knowledge in solving problems, as in
  - ____ critical incident cases
  - ____ simulation games
  - ____ proposals of action projects
  - ____ research projects with conclusions and
    - ____ recommendations

**Skills**
- performance exercises, with ratings by observers

**Attitudes**
- attitudinal rating scales
  - ____ performance in role playing
    - }with feedback from observers
  - ____ critical incident cases
  - ____ simulation games
  - ____ sensitivity groups

**Values**
- value rating scales
  - ____ performance in value
    - }with feedback from observers
  - ____ clarification groups
  - ____ critical incident cases
  - ____ simulation games


**COMPETENCY - DEFINITION***

- A cluster of
  - • Knowledges
  - • Understandings
  - • Skills
  - • Attitudes
  - • Values
  - • Interests
  - that are necessary for the performance of a function - in this case the function is that of an Adult Learner.