

The background features a dark blue field with various patterns: a light blue vertical bar on the left, a green wavy pattern on the right, a purple area with small white dashes, a yellow-green area with a grid of small white pluses, and a dark blue area with small white dots. The main text is centered in white.

# Generational Differences, Learning Preferences, and Classroom Engagement - Oh My!

Changing a Hinderance into a Benefit

# Introductions

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# Learning Objectives

- Discuss generational differences encountered in veterinary technology students
- List and describe learning preferences and which each generation prefers
- Apply learning preferences and generational differences to in-class activities

# Generational Differences

- What generations are represented in your classroom
  - Gen Z
  - Millennials
  - Gen X
- Not everyone reads the textbook of their generation





## Gen X

- Born between 1965 - 1980
- Self-reliant & hard working
- Prefer a more hands-off approach concerning management
- Comfortable with both online and in-person communication
- Value receiving feedback that allows them to better themselves
- Enjoy mentoring others



# Millennial

- Born between 1981 - 1996
- Grew-up alongside technology
- Work/Life balance importance
- Prefer a hands-off managerial approach
- Prefer instant messaging, email, or text to communicate



## Gen Z

- Born between 1997 - 2012
- Never known a time without smartphones - digital natives
- Look for flexibility in multiple areas of their lives
- Prefer highly collaborative relationships
- Prefer instant messaging or text communication



## GENERATION ALPHA

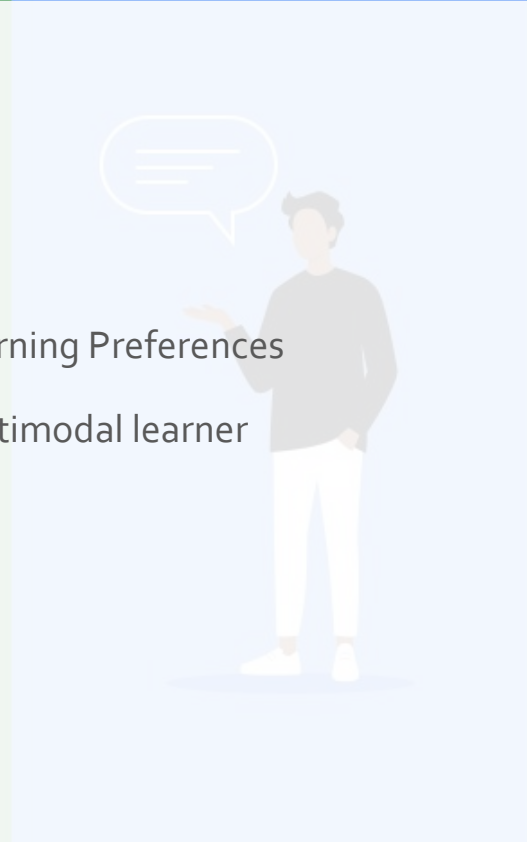
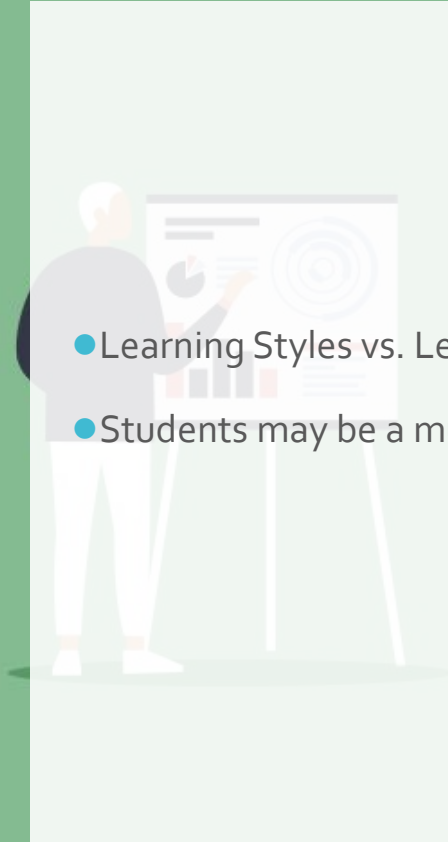
## The Future (Gen Alpha)

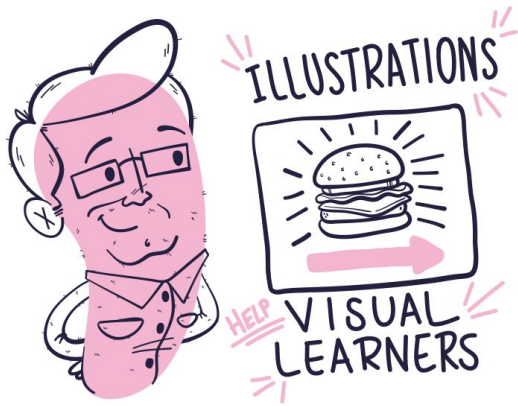
- Born between 2012 - 2024
- Youngest generation, not yet in college
- Grew up on an abundance of screen time



# Learning Preference s

- Learning Styles vs. Learning Preferences
- Students may be a multimodal learner





# Visual

- Brief Overview: Prefer seeing and observing
- Generation: Millennials & Gen Z
- Utilized in Classroom & Assignments:
  - PowerPoint Presentations
  - How-to Videos
  - Pictures
  - Worksheets/ Labeling Assignments

# Auditory

- Brief Overview: Listening to content matter
- Generation: Gen X & Some Millennials
- Utilized in Classroom & Assignments:
  - Recorded lectures/ micro-lectures
  - Detailed Videos
  - Creating & presenting presentations
  - Audio options for online textbooks





## Written

- Brief Overview: Memorization of written material
- Generation: Gen X & Millennials
- Utilized in Classroom & Assignments:
  - Lists (checklists, SOPs, etc.)
  - Creating study outlines
  - Textbook resources
  - Creating flashcards & other study tools

# Kinesthetic



- Brief Overview: Hands-on
- Generation: Gen X, Millennials, Gen Z
- Utilized in Classroom & Assignments:
  - Skills Labs to perform essential skills
  - Simulation assignments that can be performed/ practice at home
  - Providing supplies for psychomotor skill practice (syringe handling, etc.)



# Social

- Brief Overview: Thrive on discussing material with others
- Generation: Gen X, Millennial
- Utilized in Classroom & Assignments:
  - Peer reviewed presentations/ assignments
  - Creation of recorded study tools
  - Classroom discussions

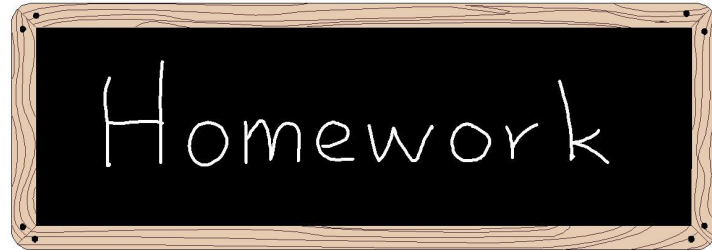
# Using This Information to Your Advantage

- How to develop assignments based on this information
- Not every assignment will speak to every learning preferences, but you can span them across the course to engage all learners
- Alternative assignments can be helpful



# Assignment Designs

- Open up your assignments, give space for students to thrive with their learning preferences
- Sample Assignment: Sims, broad expectations on assignment, students make it work for their brain, while maintaining the teaching retention ability of the assignment





# Design an Assignment as a Group

- Apply established emergency protocols (simulation acceptable):
  - maintain emergency medical supplies/crash cart\*
- Checklist for Assignment:
  - Is there an option for all learning preferences?
    - If not, why? Is there a way to adapt the assignment?
  - Is each generation covered by at least one learning preference?

Visual	Auditory	Written	Kinesthetic	Social
	Gen X	Gen X	Gen X	Gen X
Millennial	Some Millennial	Millennial	Millennial	Millennial
Gen Z			Gen Z	



# Examples

- Apply established emergency protocols (simulation acceptable):
  - maintain emergency medical supplies/crash cart\*
- Visual
  - Pictures of everything that goes into a crash cart and how it's organized
- Auditory
  - Record a mock training on how to set up a crash cart and included items
- Written
  - Write SOPs on what is included in a crash cart and how to organize it
- Kinesthetic
  - Record themselves (or in-person) organizing a crash cart in real time and explaining what all goes in
- Social
  - Explain to classmates or coworkers how to organize a crash cart and what goes in (discussion board or in person)
- Example Assignment to cover all:
  - Provide a way to explain to someone else within a veterinary clinic the items that belong in a crash cart and an appropriate way to organize them.





Questions?