Créer et animer
des formations interactives :
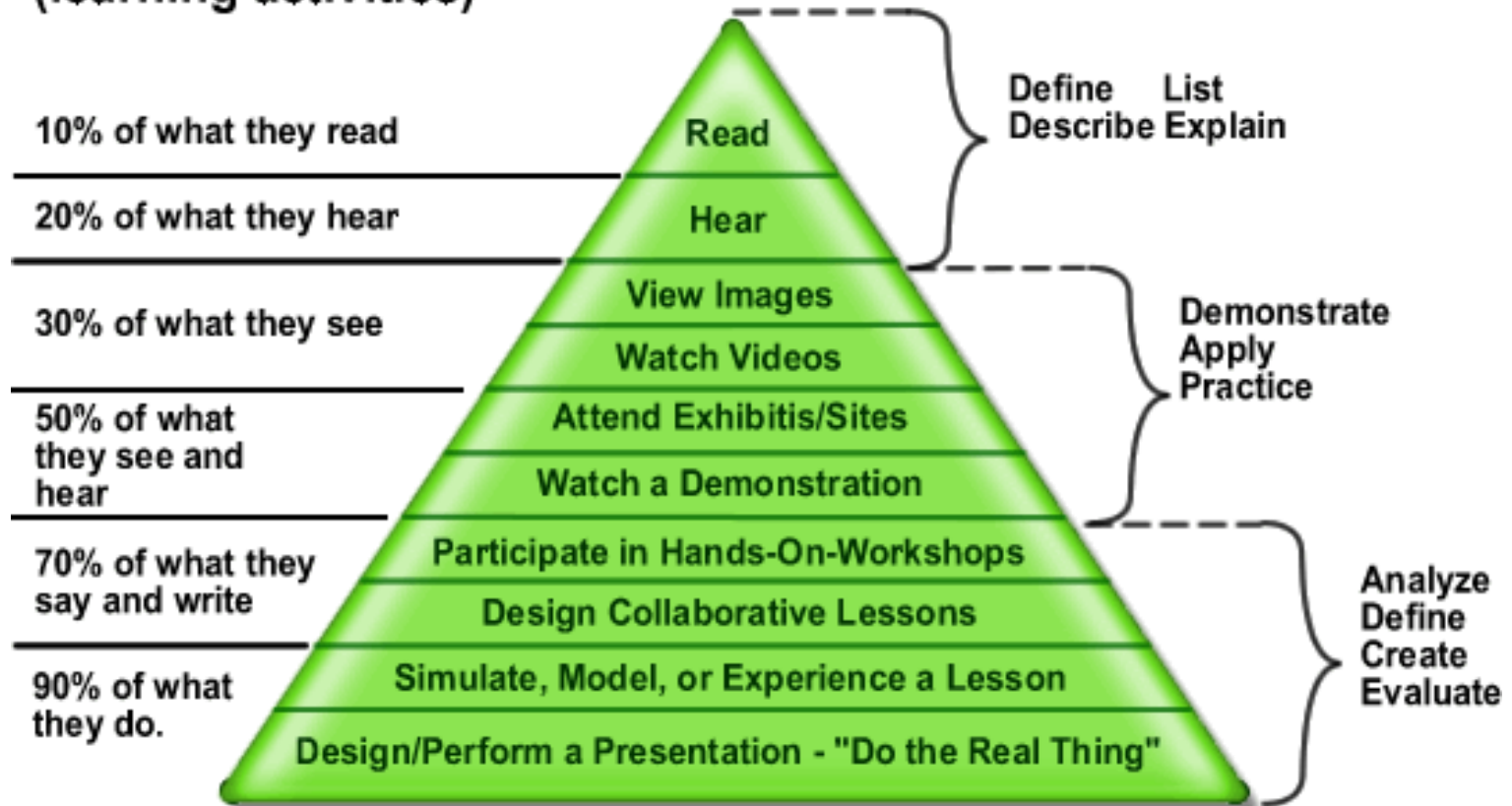# principes, résultats de l'enquête et
partage d'expérience

préparée pour la
rencontre SeHy du 15.09.2022
par P. DEPRET

BIRD, HEINRICH, oui bien sûr !
On connaît leurs pyramides mais connaissiez-vous déjà la pyramide de l'appren tissage de
[Edgar DALE ?](#)

1900-1985

People generally remember...
(learning activities)

People are able to...
(learning outcomes)

10% of what they read

20% of what they hear

30% of what they see

50% of what they see and hear

70% of what they say and write

90% of what they do.

Read

Hear

View Images

Watch Videos

Attend Exhibitis/Sites

Watch a Demonstration

Participate in Hands-On-Workshops

Design Collaborative Lessons

Simulate, Model, or Experience a Lesson

Design/Perform a Presentation - "Do the Real Thing"

Define   List
Describe Explain

Demonstrate
Apply
Practice

Analyze
Define
Create
Evaluate

Se

Hy

E. DALE

- he intended to provide an [intuitive] model of the concreteness of various kinds of [audiovisual] media, has been widely misrepresented.

- Often referred to as the "Cone of Learning," it purports to inform viewers of **how much people remember based on how they encounter information**.

- However, Dale included **no numbers** and did **not base** his cone on **scientific research**, and he also warned readers not to take the cone too seriously.[8]

- The numbers originated from 1967, when a Mobil oil company employee, D.G. Treichler, published a non-scholarly article in Film and Audio-Visual Communications.[9][10]

Vous souhaitez en savoir plus ?

La présentation intégrale est disponible dans la section membres du site.

Cette section est accessible pour les membres en ordre de cotisations.

Vous souhaitez devenir membre ?

Toutes les informations sont disponibles sur

https://www.sehy.be/inscription