

People Learn in 3 Ways

AUTONOMY - Imagination & Doing Things Differently (Desire for Self Directed Engagement, Strategy, Cognitive Effort, Focus, Concentration & Intervals, Settings/Environments, Durations, Creativity vs Business As Usual, Command Styles, Mind-set, Preconceptions & Bias, Mindfulness, Demonstrating Common Sense Behaviours, Learning & Reflection, Adjustment, Perseverance, Self-Control, Decision Making, Common Outlook towards a Cause, Uniform MEANS Basis of Cohesive & Coordinated Action Adapted to Circumstance)

What is believed

First-hand experience gained in the thick of doing the day job, under supervision, following orders and leadership directions, expediting a project, programme or mission, trial & error techniques, undertaking fire-fighting activities, or during tactical, operational or support activities often supplemented with technology to reduce human deficiencies & improve application judgement

Comprehensive training that seeks to replicate the challenges users are expected to encounter in real world environments (as examples) and scenarios to help develop mastery of expected skills at depth delivered as guiding principles and/or handrails in the form of practice workflows/manuals and compliance procedures to assess assimilation/attainment level achieved

What is taught

People are and will be the 'edge' to dictate the course of future events

What is possible through human thought, ideas, endeavours, interactions & collaborations

Thinking people who are able to improve, adapt, seize opportunities, reinforce success and hold the initiative are key to outputs and outcomes

PURPOSE - Drive (Focus on Specific Important & Meaningful Goals), Energy, Inspiration, Responsiveness to the Unexpected, Urgency & Priority, Gumption, Incentives, Perceived Value, Benefits (Individual, Team, Organisation, Social), Self-Motivation, Momentum, Morale, Ethics & ABILITY

What is published

Professional study based on an acknowledged body of knowledge/ideas/concepts that constantly develops through interaction with it, collection of enduring experiences & lessons learnt, and emerging theories/best practices/insights/approved principles/methods both internally/externally. This activities enviably leads to people developing personalised toolsets of products and techniques that they fall back on to solve problems

MASTERY - Prior Knowledge, Memory, Unlearning, Desire or Urge to get better at a Task or Skill, Development of Metacognitive Skills, Continuous Improvement & Performance, Approach COMPONENTS & Tactics (Revolutionary vs Evolutionary), Durations, Practice Cycles, Ego, Competitiveness, Competitions & Audience Effects