

Learning Principles

- ❖ **We are teaching players to play.**
- ❖ **Random learning, in the long run, is more effective than blocked learning.**
- ❖ **Scoring systems can create game-like emotions.**
- ❖ **We want to deal with real emotions in practice. By game time, its too late.**
- ❖ **Learning occurs when there is a need to know. We must create the need.**
- ❖ **Progressions refer to increased tactical sophistication and problem solving.**