

WHAT IF?

- LOOKS FOR NEW POSSIBILITIES
- NEEDS TO KNOW WHAT CAN BE DONE WITH THINGS
- LEARNS BY TRIAL & ERROR

25%

WHY?

- LOOKS FOR MEANING
- NEEDS TO BE INVOLVED
- LEARNS BY LISTENING & INTERACTING

35%

HOW?

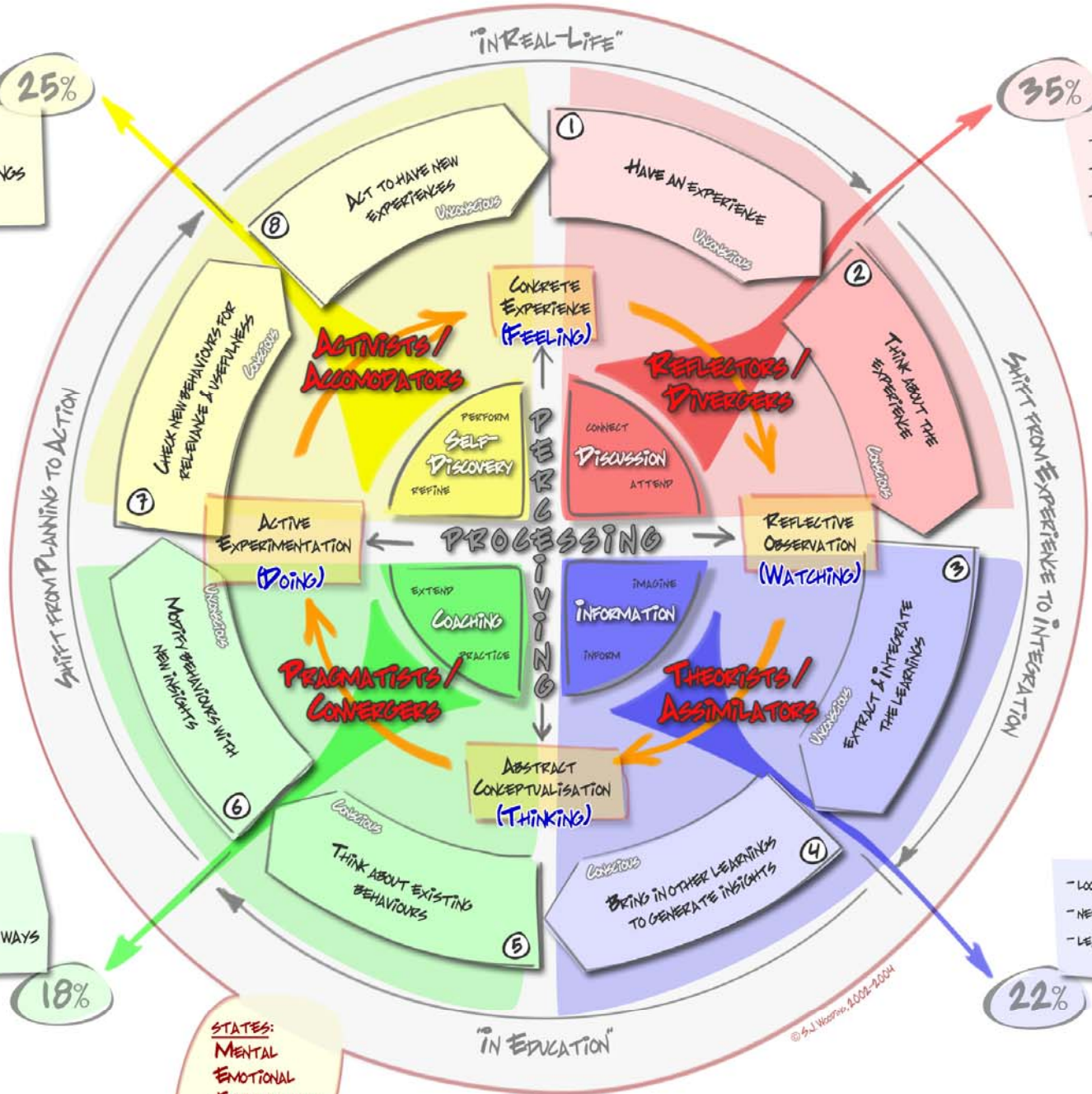
- LOOKS FOR USABILITY
- NEEDS TO KNOW HOW THINGS WORK
- LEARNS BY TESTING IN COMMON-SENSE WAYS

18%

WHAT?

- LOOKS FOR FACTS
- NEEDS TO KNOW WHAT THE EXPERTS THINK
- LEARNS BY THINKING THROUGH IDEAS

22%



ADEQUATE TIME TO PLAN & ACT

ADEQUATE TIME TO REFLECT & THINK