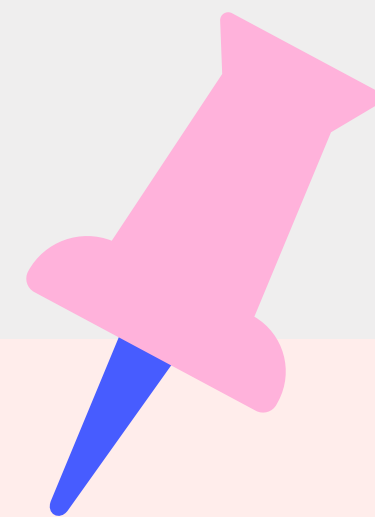


"EDUCATION"

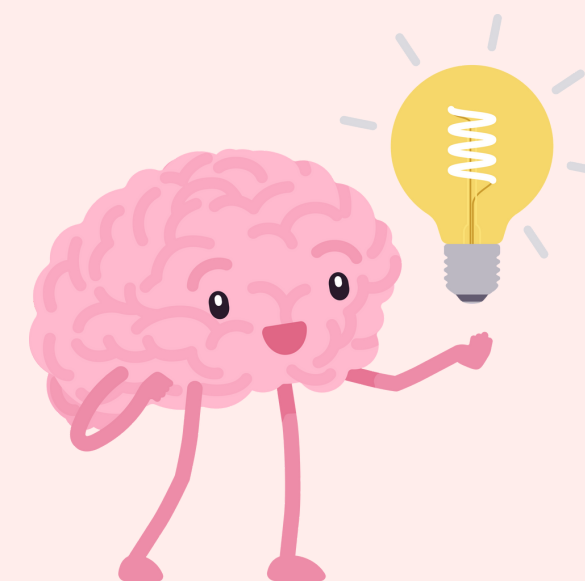
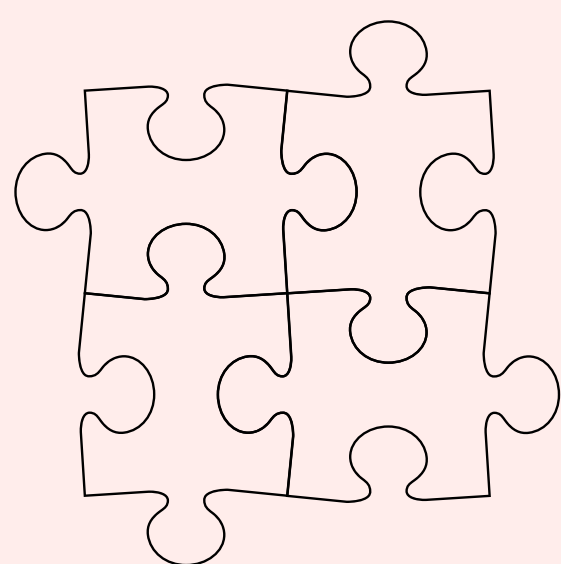
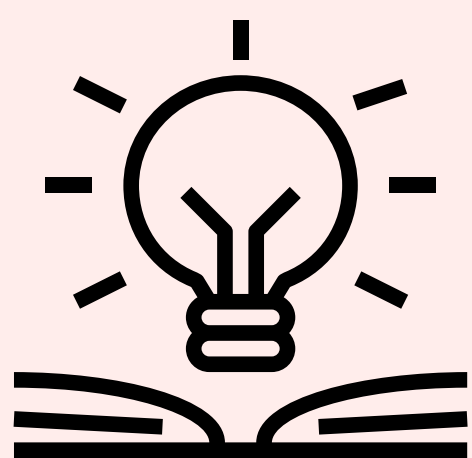


Education is commonly used when there is a gap related to knowledge or to support habit formation. It can also be used to help motivate staff/residents to perform a behavior/practice.

Education is a strategy that is often used, it can turn into the "go to" strategy to address all gaps

CAPABILITY

Refers to the attributes and abilities that an individual has in order to perform a task or achieve a goal. These attributes can be broken down into four categories: knowledge, skills, memory and decision processes, and habits!



MOTIVATION

Motivation concepts can create an environment that fosters learning and encourages learners to reach their full potential. By promoting a sense of self-efficacy, emphasizing the importance of social roles, helping students see the positive consequences of their actions, and fostering optimism

**REMEMBER
YOUR
WHY**

OPPORTUNITY

Environmental
Context / Resources

Social Influences
(Influenced by others)