EARNING SAFARE

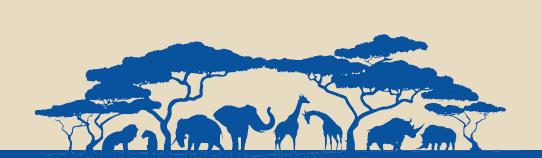
Recognising the social aspects of learning

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Matriculation day

LEARNING SAFARE



Photo: Kristoffer Furberg, Universitetsavisa







Planning for learning & community

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What should students know/be able to do?

- Knowledge - Academic skills - Practical skills - General skills

Feedback -Examination -Choices -Sustainability -

Assessment

How will students' learning outcome be measured?

Adapted from Biggs (2003)



Learning **Activities**

What should students know/be able to do?

- Individual - Group collaboration - Plenary - Skills Practice - Community - Community



Motivation - Self-efficacy - Self-regulation

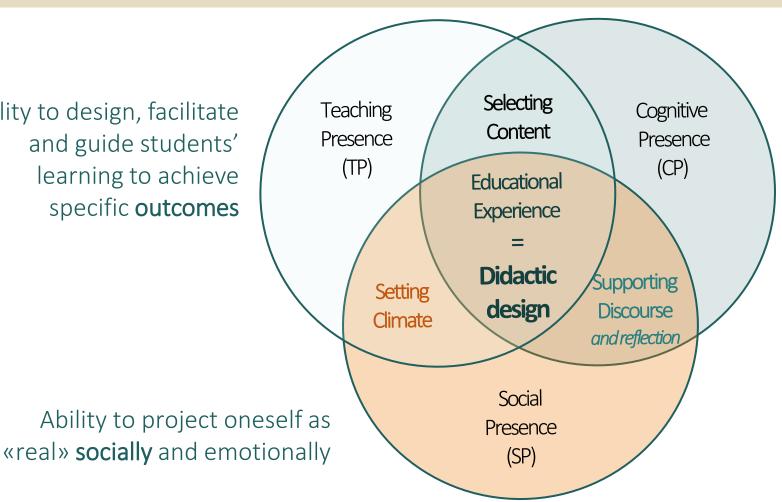




Community of Inquiry

(Garrison, D.R., 2011)

Ability to design, facilitate and guide students' learning to achieve specific outcomes



Ability to construct knowledge and understanding individually and collectively







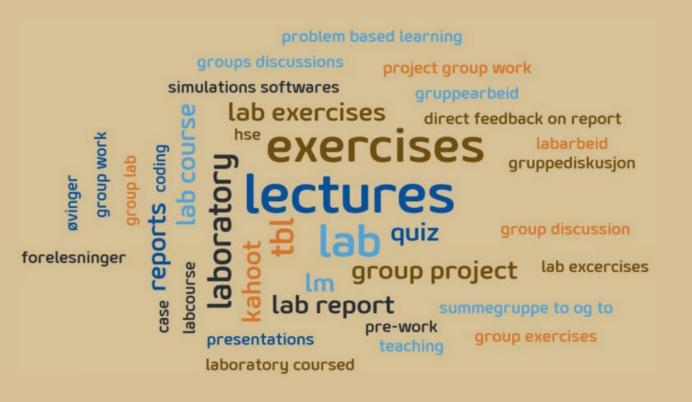
Didactic design and learning activities







Didactic design and learning activities



lab - praktiske øvelser

veiledninger - workshop

forelesning store grupper

workshops seminar forelesninger

gruppearbeid fullskalasimulering

forelesning en til en veiledning

ferdighetstrening

seminar mindre grupper

simulering ferdigheter





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Teams
SALSA
pilot





Learning activity contexts



Individual

Skills Practice

Collaboration

Plenary

Community

► **Identity**Belonging to and developing in a community

(Torres et al., 2001)

➤ **Motivation**Peer commitment and progress (MacCallum, 2001)

Relevance
Tasks and activity authenticity (Sawyer, 2006)

> Activity
Engagement and reflection (ZPD, Vygotskii, 1978)

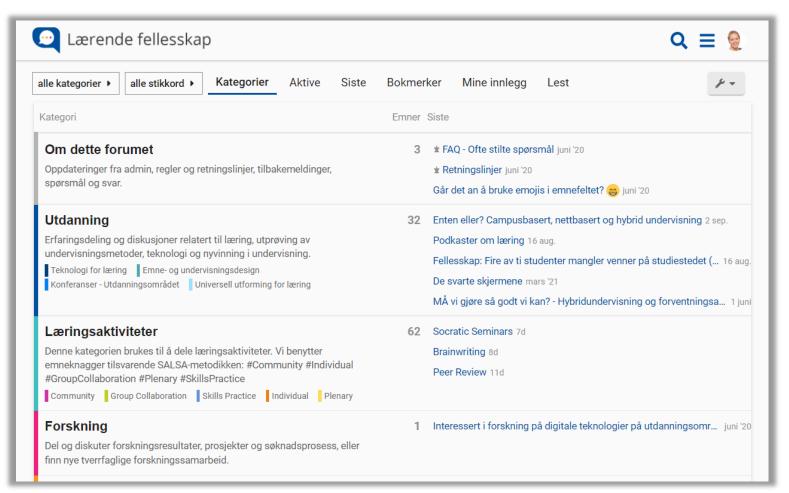
Development
Interpersonal skills and networking







Learning activity repository









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Contact information

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