

Learning Design

Curriculum/Programme design

Understanding learning

- Learning can take place through two distinctive processes, discursive activities and interactive activities.
- There are 6 ways of learning¹ that we can facilitate in our curricula:
 - Acquisition
 - Inquiry
 - Practice
 - Production
 - Discussion
 - Collaboration

1. Laurillard, D. 2012. *Teaching as a Design Science*, Taylor & Francis, New York

- Acquisition
 - Reading, hearing or watching the teacher's explanation of a concept or teacher's model action
- Inquiry
 - Prompt the learner to investigate the texts, documents and resources that reflect the concepts and ideas being taught. Guide the student to learn through "finding out" with the use of resources.
- Practice
 - Learners use their developing concepts to improve their actions. The teacher provides a modelling environment that requires action and provides intrinsic feedback.

- Production
 - Motivating the learner to consolidate their learning by articulating their current conceptual understanding and how they used it in practice.
- Discussion
 - Create an environment and stimulus which allows learners to generate ideas and questions, stimulating the development of understanding and further questions from peers.
- Collaboration
 - Teachers create opportunities for learners to provide shareable outputs. The one way of learning that combines learning through practice and learning through discussion.

Laurillard's Conversational Model

1

Narrative

Build or imparting base knowledge to the learners.

2

Communication

The teacher facilitates learning by putting processes in place for the learners to communicate and reflect on their learning.

3

Feedback/Interaction

The teacher provides feedback to the students based on the task that was set. The teacher assesses students understanding and knowledge and provides feedback and where needed directs the conversation to improve student performance.

How to apply this to distance education?

- Similarity with presence
- Importance of designing learning activities that facilitate all ways of learning.
- Understanding that the Collaboration and Discussion ways of learning are peer conversations, while the other 4 ways of learning are “conversations” that take place between the lecturer/teacher and the students through the design of the learning environment and activities.