

Curating Learning Spaces



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Places Created for Learning: We Bring Your Schools to Life

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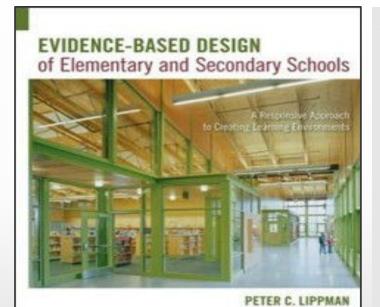
OBJECTIVES



- Classroom: Yesterday, Today, and Tomorrow
- Fitting the Technology into the School
- Creating Dynamic Learning Environments

Following an Evidence Based Approach





Evidence Based Design (EBD)

- What is EBD?
- Why should we consider this approach?
- When do we apply this approach?

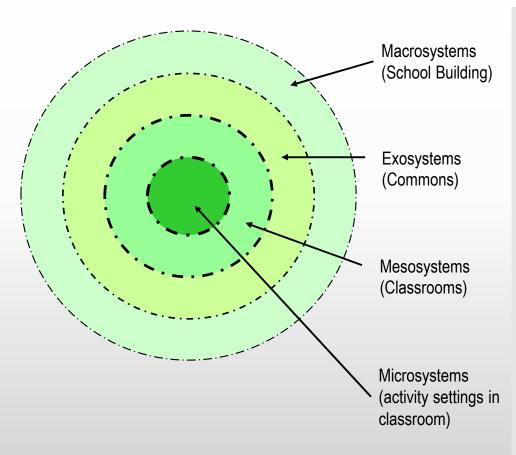






Environments for Learning

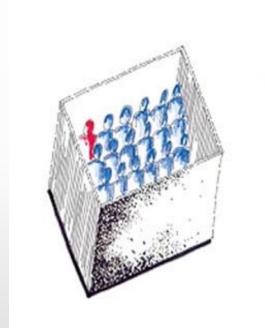




The **challenge** for creating dynamic learning environments is synthesising the evidence from environmental psychology, developmental psychology, architecture, and education.

This integration of evidence offers a narrative about how the learning environment may be designed to positively impact learning.





OF



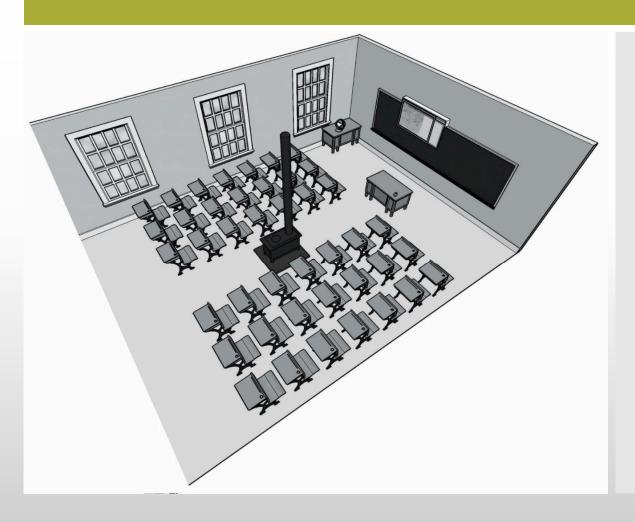
Historically.....

- Should we Fit the learner to the learning environment?
- Should we design the learning environment to support the learner?
- Should we design the learning environment around the learning?

Today with COVID....

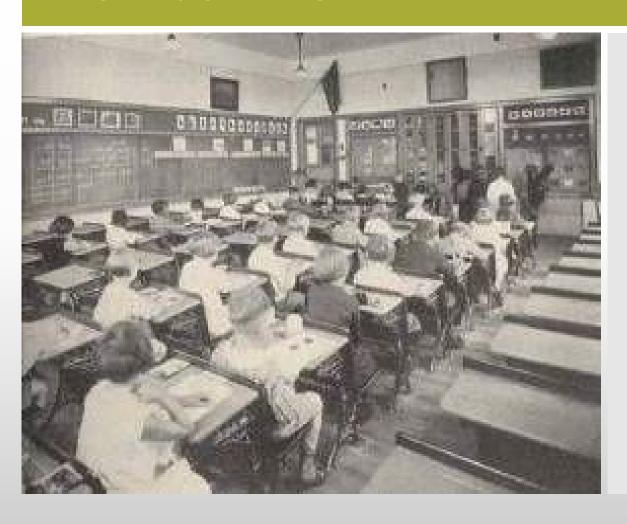
- Where are our learning environments?
- What do they look like?



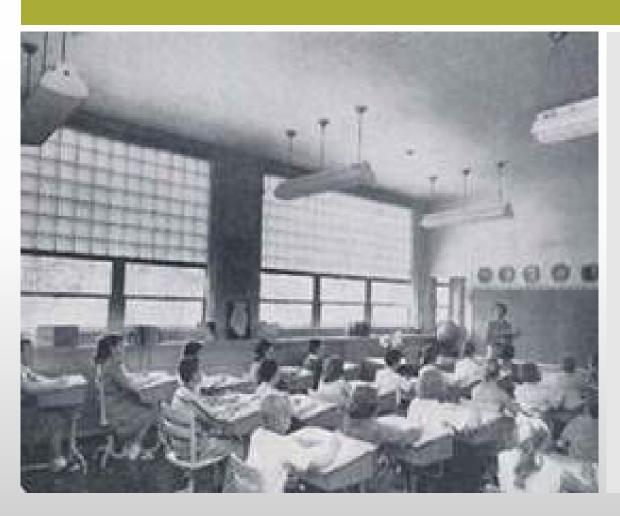


One Room School House: 1730-1840





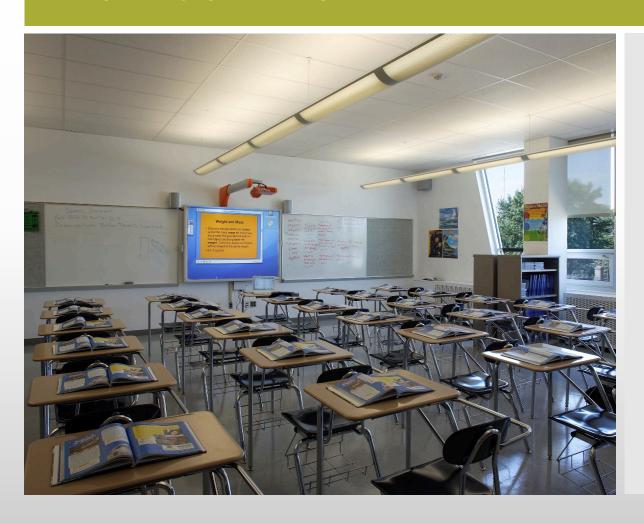
















Today!











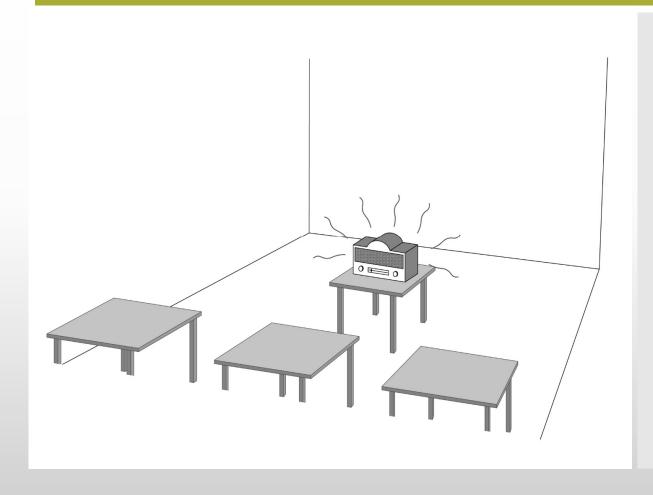




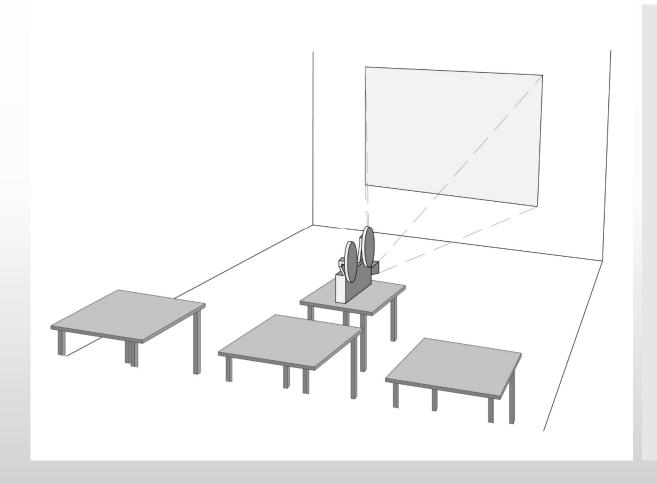
- How do we Design the learning environment to encourage the learning?
- How do we Design the learning environment to support the things to be learned?
- How do we Design the learning environments to support, engage and inspire the learner?
- How do we integrate support new technologies, responsively?





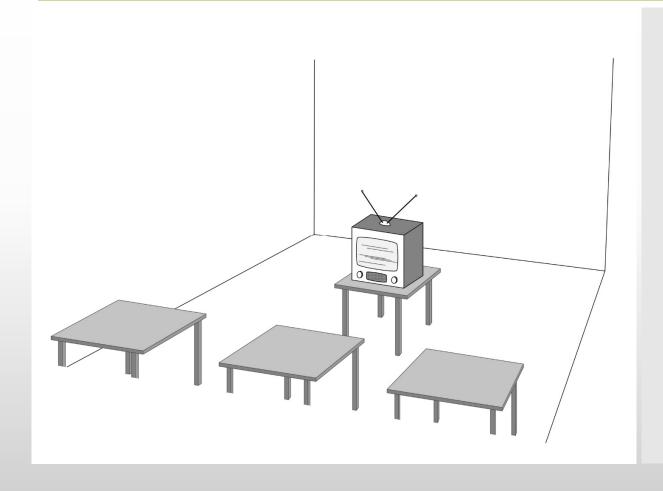






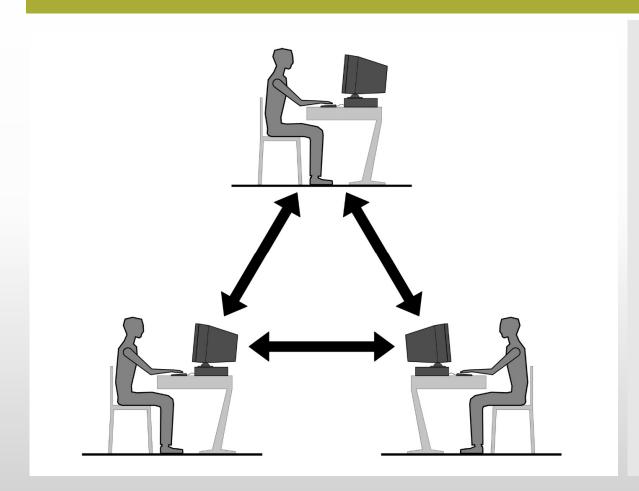
1940 & Beyond





1960 & Beyond





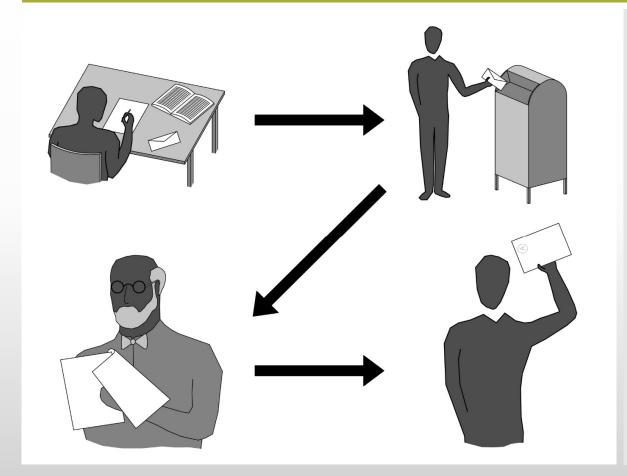
2000 & Beyond





- Allows for the Distribution of information remotely
- Provides opportunities to share knowledge from different locations
- Connects Learning, learners and the things to be learner, where students can learn anytime, any place, anywhere and at their own pace.

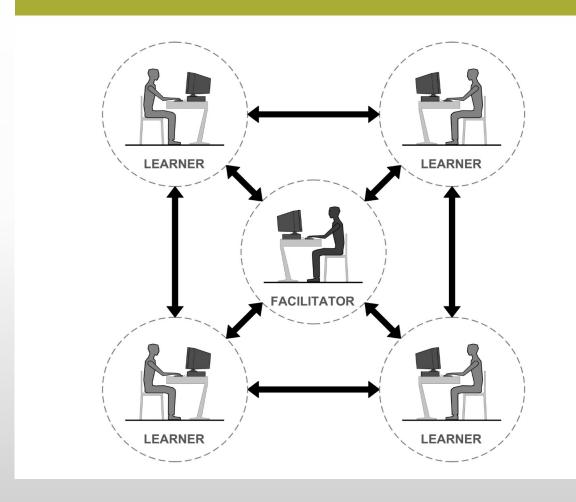




Correspondence Courses / Distance Learning

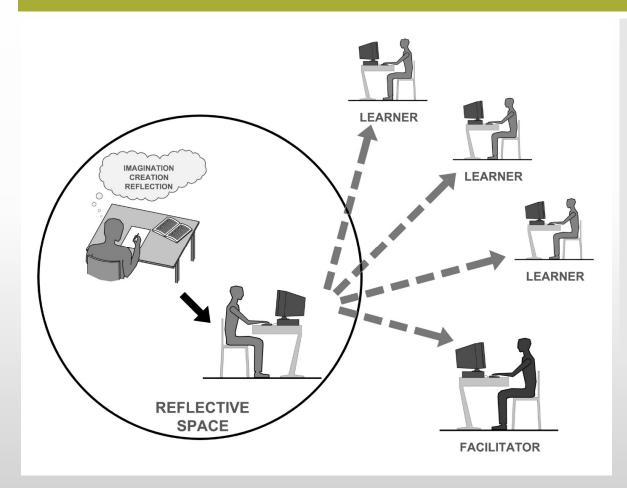
- How similar is it to how we learn now?
- How different is it to how we learn now?





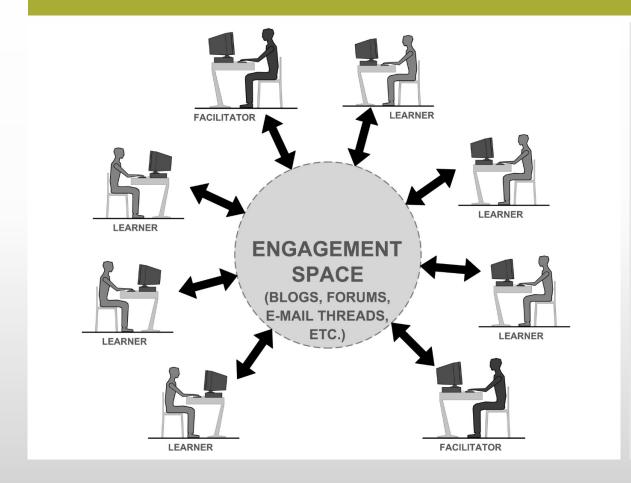
- What kind of spaces are needed (Inside and Outside)?
- Are these places constrained by time?





- Does reflective space occur in the traditional classroom?
- Do we consider reflection important to the developing child?
- What happens when we allow people to reflect on their experiences?





- How do transactions take place in the virtual world?
- Are these transactions supportive or unsupportive?
- What do we need to do make our transactions work?





QUADRANT 4: PRACTICE THEORY

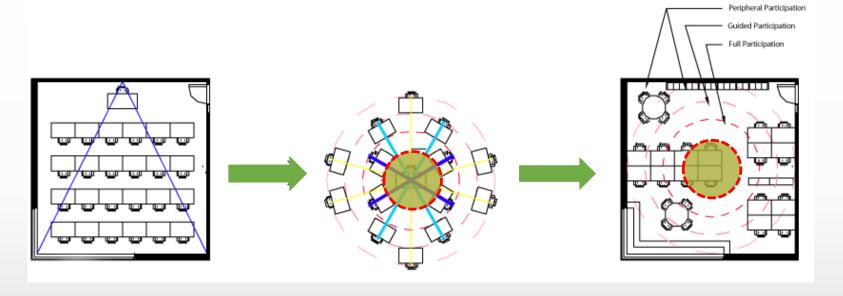
- PRACTICE THEORY INVOLVES LEVELS OF PARTICIPATION & GROUNDS LEARNING IN PHYSICAL SETTING
- INTERPLAY OF ACQUISTIONS & TRANSFORMATIONS - TRANSACTIONS

ENVIRONMENT ACTIVE









Traditional /
Current Classroom
Environment

Distributed Learning Environment

Creating an
Integrated Learning
Environment

INNOVATIVE LEARNING ENVIRONMENTS, NO MORE!





21st Century Learning Principles

- 1. Critical Thinking
- 2. Collaboration
- 3. Creativity
- 4. Communication
- 5. Connectivity
- 6. Citizenship / Culture (Communities of Practice)
- 7. Competency









What is a dynamic Learning Environment?

When a species changes its environment and adapts to it, a coevolution between a species and its niche ensues.

Since species continuously change the environment for themselves as well as for other species, this evolutionary process may be viewed as dynamic (Presti, 2019).





Students rely on:

- computers, pens, learning resources, a learning management system.
- access to shared learning space.
- writable surfaces which need writable pens and learning.
- management systems which
 - o are useless without power and Wifi.
 - o are useless without carefully designed tasks (learners learn through knowledge-oriented design by teachers on their in and in the company of others)





For the learning environment to become a place where learners may acquire knowledge and participate with others, we need to understand the sum of all the dependences between:

Human (H); and Thing (T)

HT – Human and Thing

TT - Thing and Thing

HH – Human and Human

HHT – Human, Human, and Thing

HHTT – Human, Human, Thing and Thing

HHHT – Human, Human, Human, and Thing





Along with what students rely on what else do we need?

- What kinds of spaces do we need for teaching and learning?
- What do teachers need to learn for managing these spaces?
- What do learners need to learn to acquire knowledge these spaces?

Creating Dynamic Learning Environments – Classrooms







BEFORE: GRADE 1



AFTER: GRADE 1





BEFORE: GRADE 2



AFTER: GRADE 2





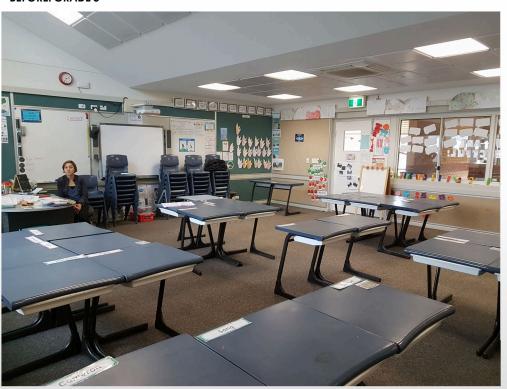
BEFORE: GRADE 4 AFTER: GRADE 4







BEFORE: GRADE 5



AFTER: GRADE 5





BEFORE: GRADE 7



AFTER: GRADE 7





BEFORE: Nacka



AFTER: Nacka





BEFORE: Nacka



AFTER: Nacka





BEFORE: Gothenburg



AFTER: Gothenburg





BEFORE: Huddinge



AFTER: Huddinge

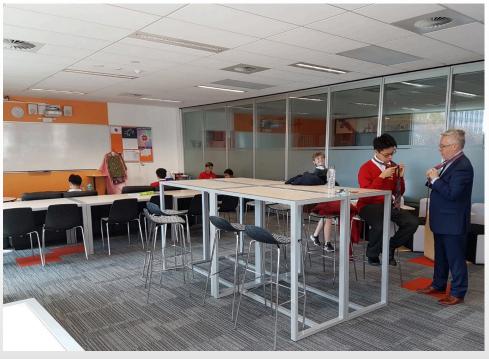




After: SGAGS Perth



AFTER: SGAGS Perth











Creating Dynamic Learning Environments – Outside Classrooms







Creating Dynamic Learning Environments – Outside Classrooms











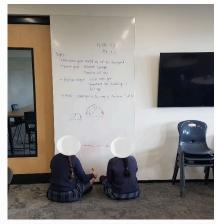




Creating Dynamic Learning Environments – Outside Classrooms













Questions



• What is a student-centred learning environment?

• Would you describe your classroom as student-centred? Why?

• What are the five things work you need in your classrooms to make it work?

Questions



 What might be the challenges with crafting Dynamic Learning Environments?

• What are the opportunities with crafting Dynamic Learning Environments?

Questions



What are the two essential digital learning tools for your classrooms?

 What questions should we ask our architects and builders about providing the appropriate digital infrastructure to support digital learning tools for today and tomorrow?"



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