

It's the

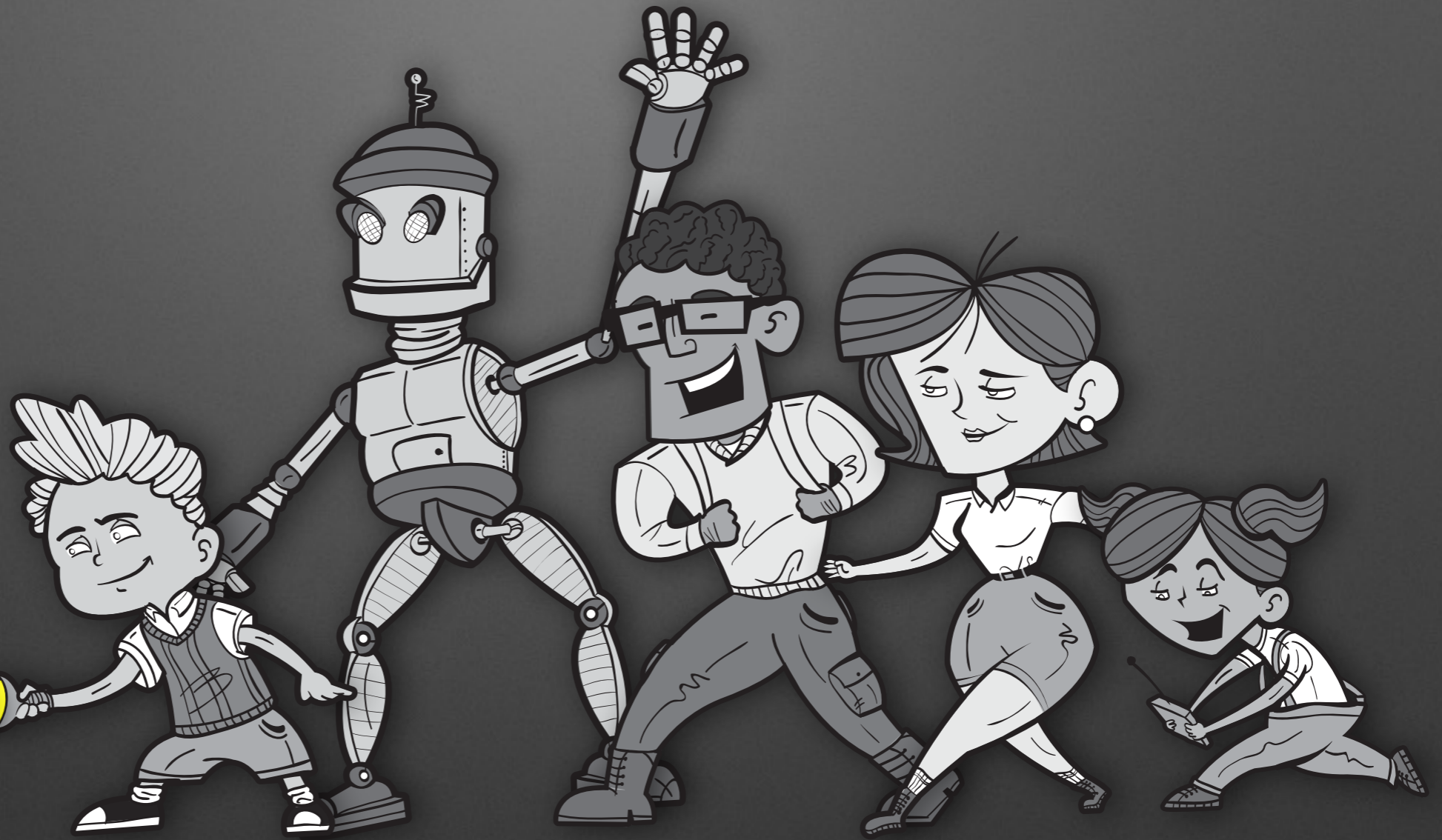
PROCESS

Principles of a Powerful
Learning Experience



Bill Moseley
THE LEARNING UNDERGROUND - PEPPERDINE UNIVERSITY

THE LEARNING UNDERGROUND



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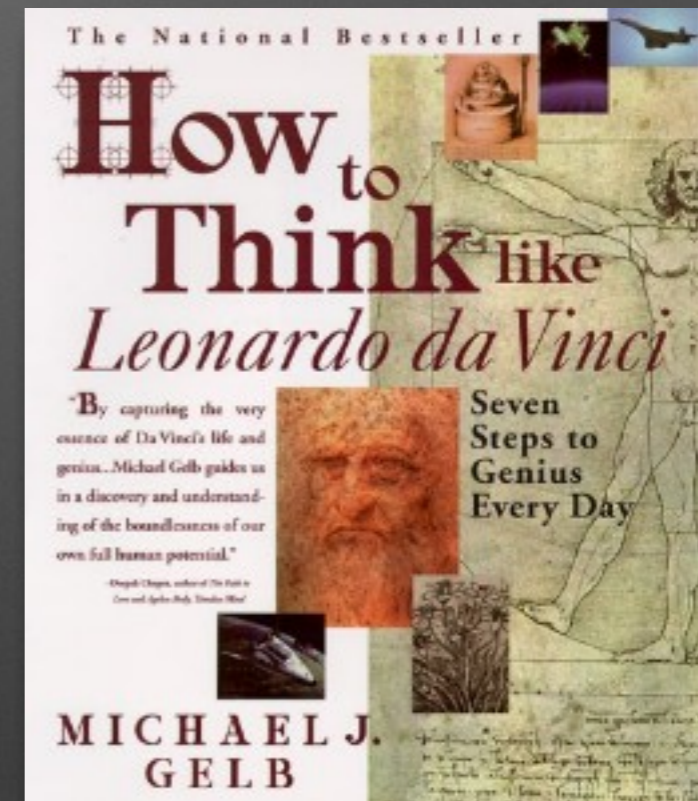
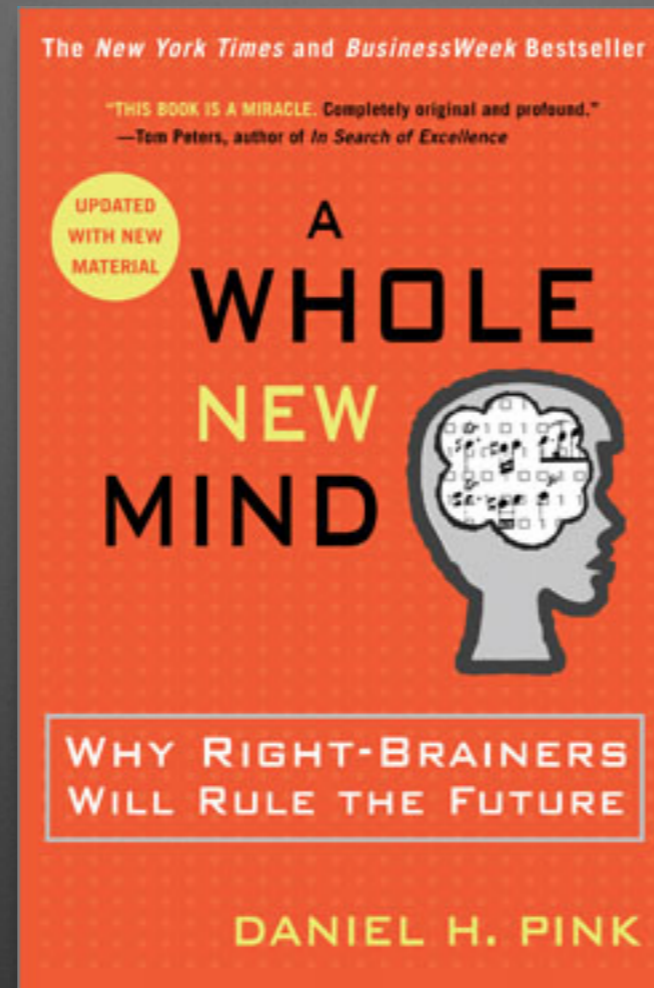
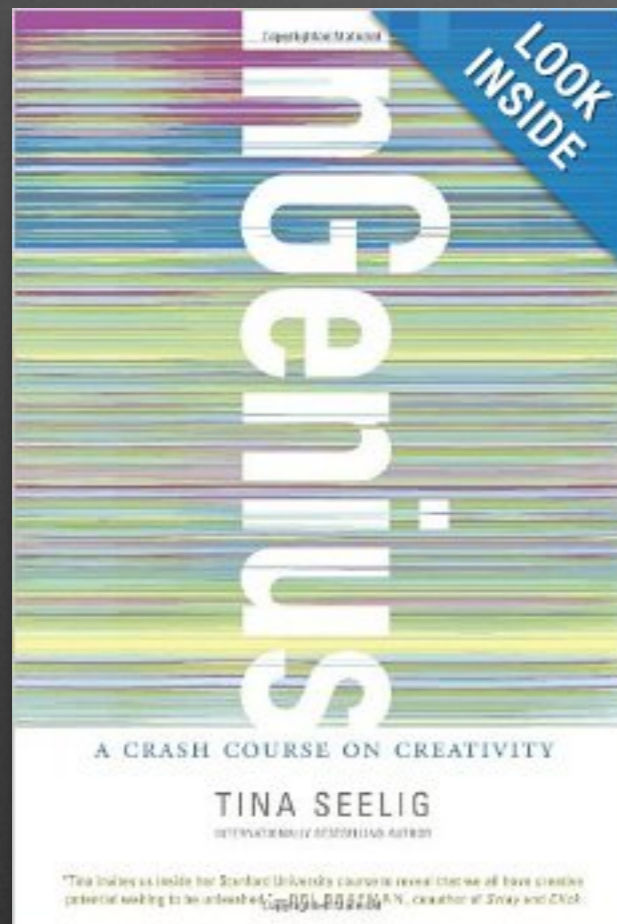
PEPPERDINE UNIVERSITY'S

CADRE CAMP



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INFLUENCES:



"BEING REAL BEFORE BEING VIRTUAL"

- Get a feel for the program / set the stage.
- Disrupt their foundational ideas about learning
- Develop relationships and community
- Establish norms and communication
- Agreement on tools and standards
- Shared experiences, group identity



THE MAGIC (A VENN DIAGRAM)



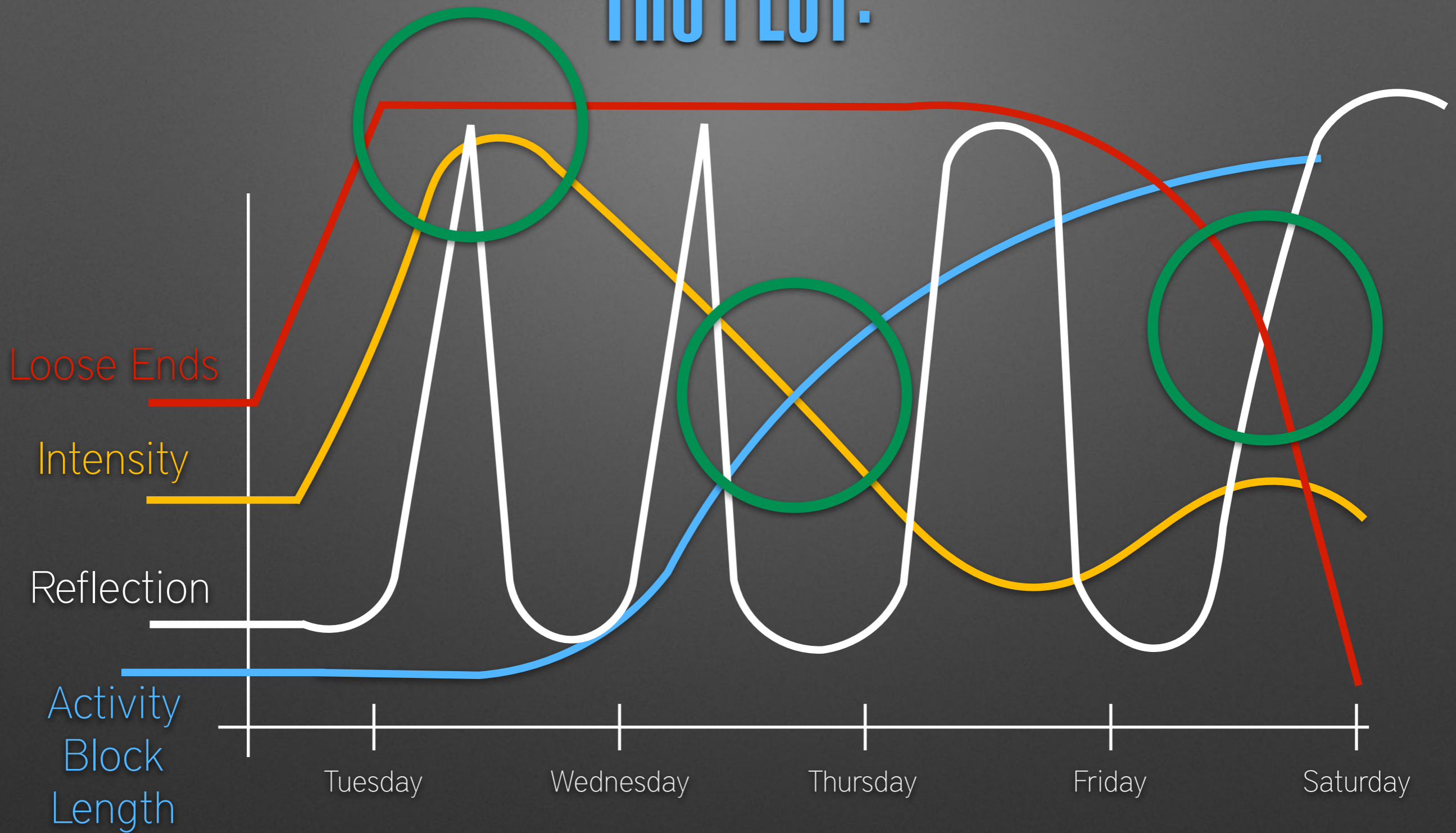
Their
Comfort
Zone



Where
the Magic
Happens



THE PLOT:

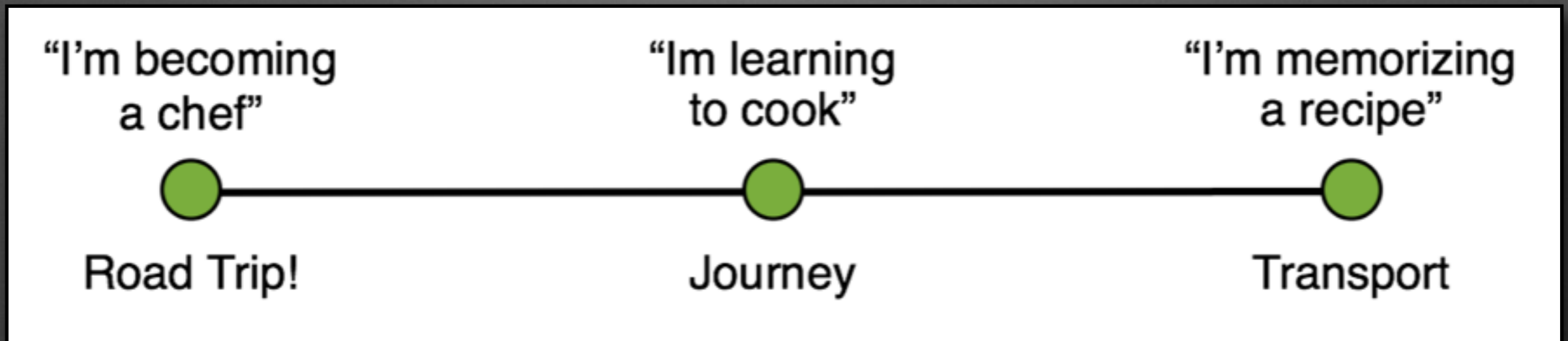




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KEY CONSTRUCT: "THE PROCESS"



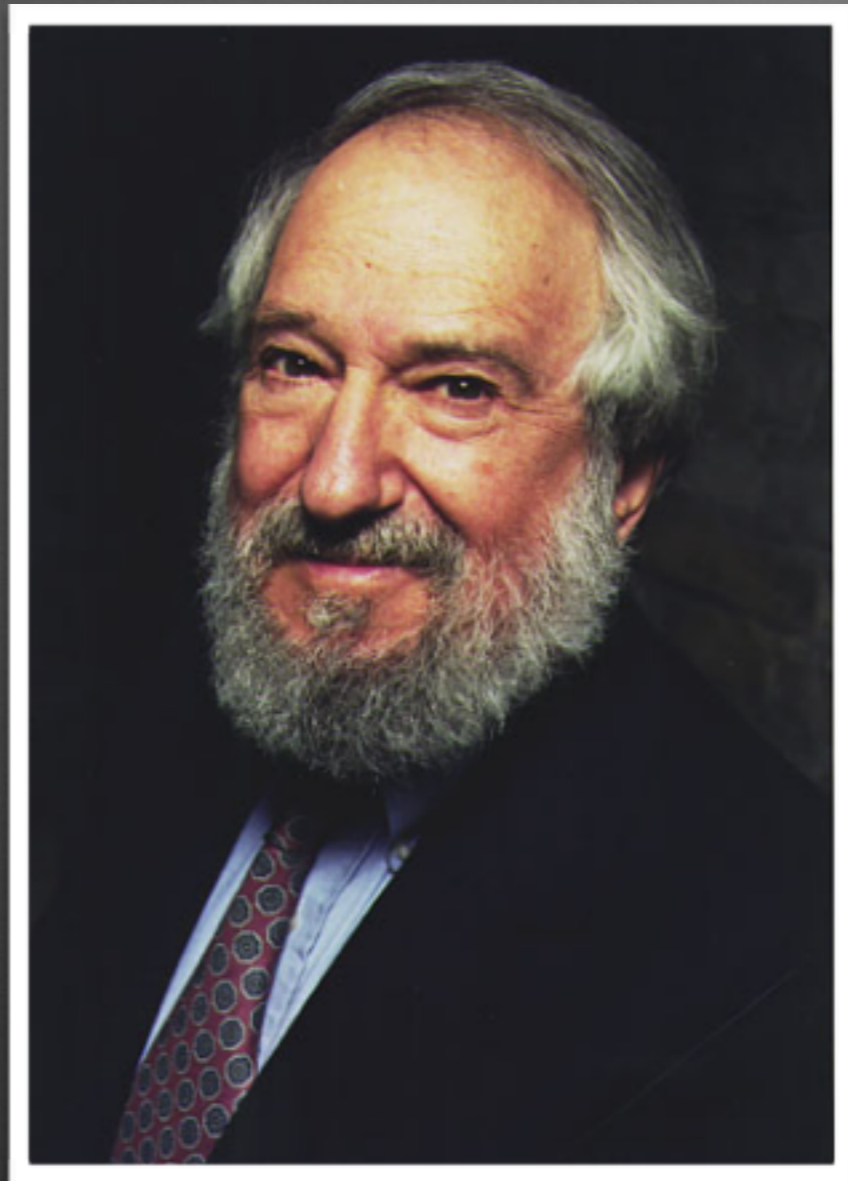


DESIGN PRINCIPLES



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HARD FUN



The role of the teacher is to create the conditions for invention rather than provide ready-made knowledge.
- Seymour Papert



CREATIVITY

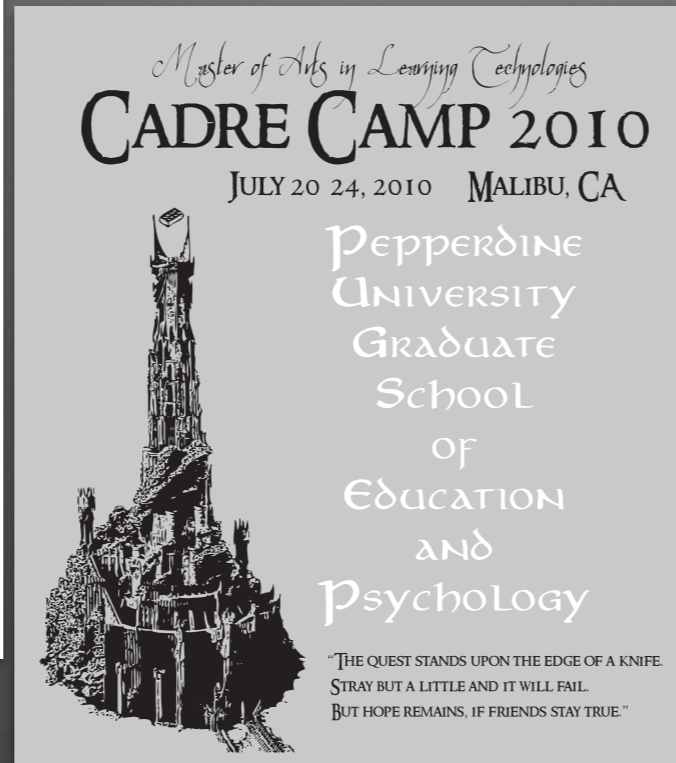
Invent
Synthesize
Perform
Construct
Design
Make
Author
Imagine



INSTABILITY

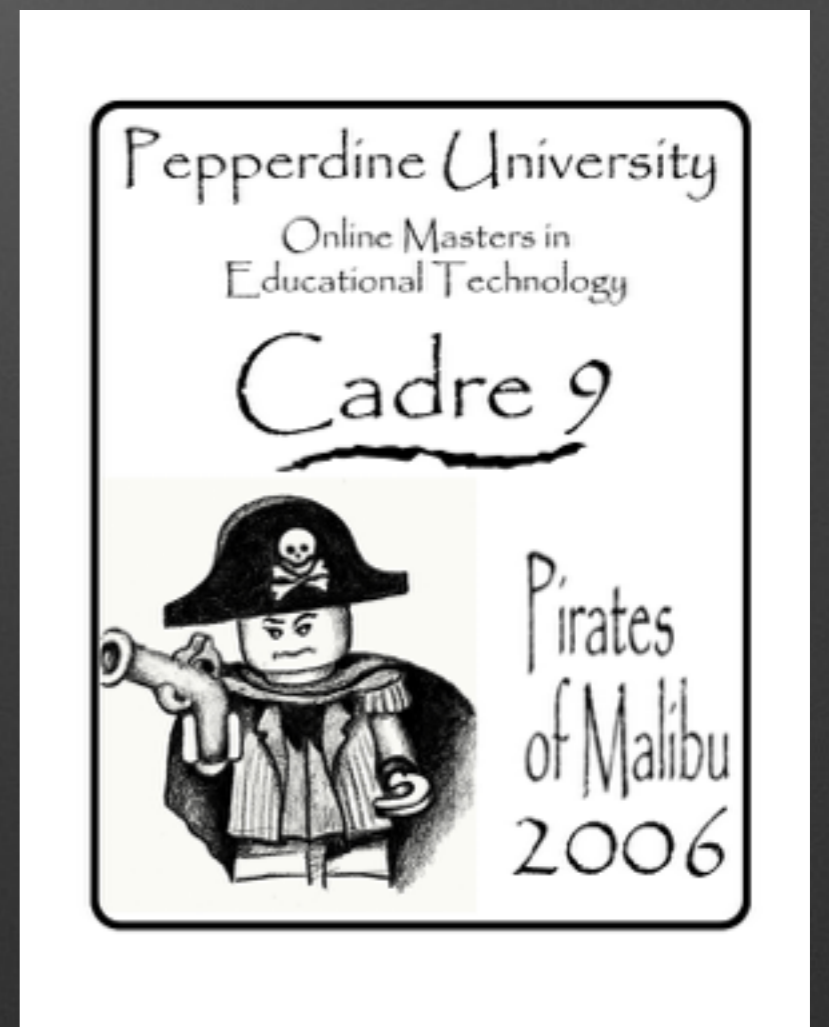
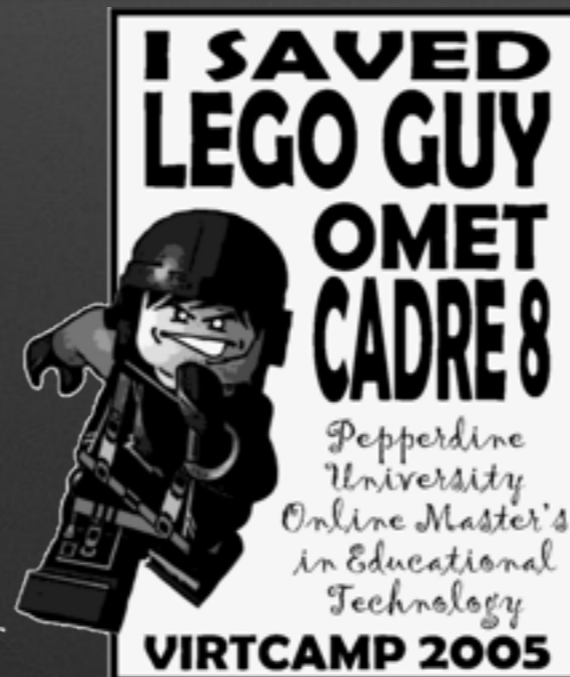


CONTEXT



Malibu, CA **Cadre Camp 2011** July 12-16

Mission: Mars



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REFLECTION

What happened?

Why did it happen?

What was my role? Connection?
Reaction? Feelings? Preconception?



FLOW

Csikszentmihályi

Goals are clear

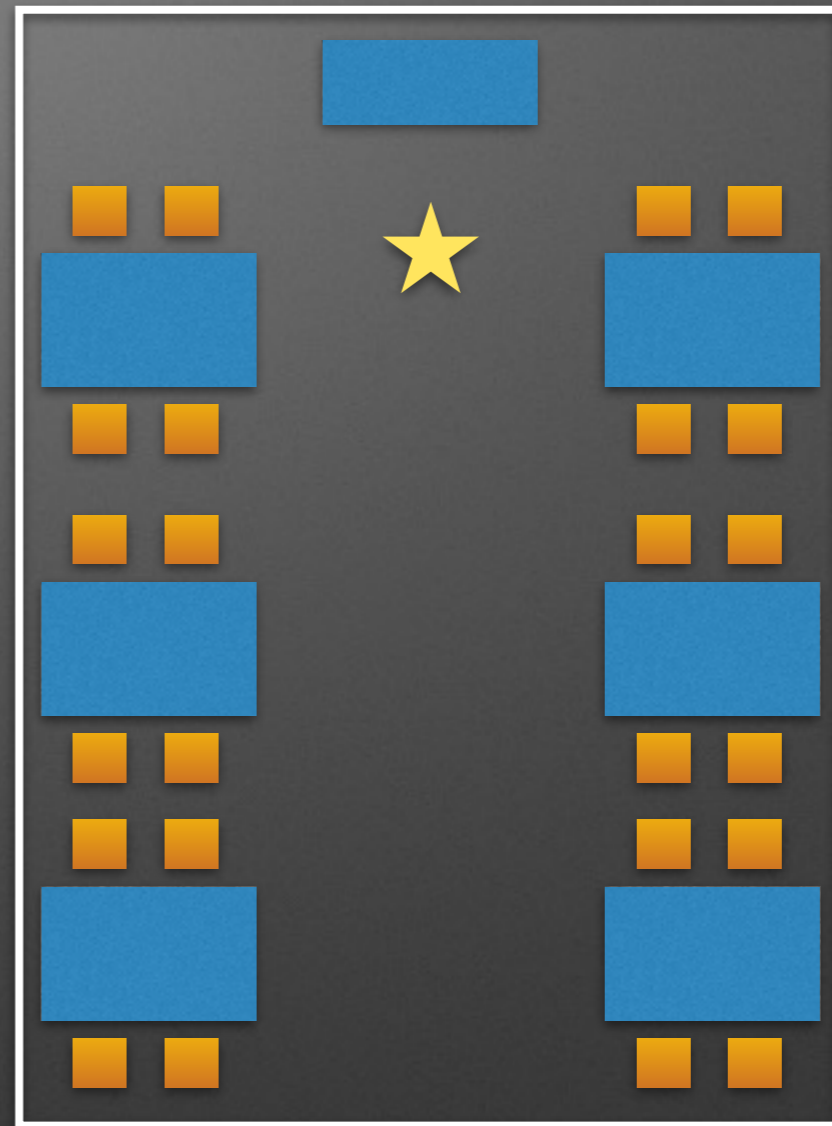
Feedback is immediate

A balance between opportunity and
capacity



THE LEARNING SPACE

- Furniture
- Lighting
- Empty Space
- Props
- Sound
- Temperature



CAMRADERIE



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INSTRUCTIONAL PRACTICES

- Reverse Engineering
- Teaching & Sharing
- Creation & Invention
- Tinkering
- Collaboration
- Role Play
- Simulation
- Analogies

