

# Innovative Learning environment Student Learning Workshop

Phase	Type		Themes
<input checked="" type="checkbox"/> Early	<input type="checkbox"/> Strategy	<input type="checkbox"/> Collaboration & teamwork	<input checked="" type="checkbox"/> Professional development & support
<input checked="" type="checkbox"/> Implementation	<input checked="" type="checkbox"/> Tool	<input type="checkbox"/> Curriculum	<input type="checkbox"/> School structures & organisation
<input checked="" type="checkbox"/> Consolidation		<input type="checkbox"/> Design affordances	<input type="checkbox"/> Spatial competencies
		<input type="checkbox"/> Design & process	<input checked="" type="checkbox"/> Student experience
		<input type="checkbox"/> Evaluation	<input checked="" type="checkbox"/> Teacher experience
		<input checked="" type="checkbox"/> Leadership & change	<input type="checkbox"/> Technology
		<input type="checkbox"/> Pedagogy	<input type="checkbox"/> Time

## What does this do?

The Innovative Learning environment Student Learning Workshop is a design-thinking activity that examines educators’ understandings of deep learning of students. Educators work in small groups to explore the concept of student deep learning and model different scenarios where this type of learning takes place.

## How can it help?

The workshop builds on the premise that innovative learning environments encourage and support the learning characteristics of 21st century students. The workshop will assist educators in identifying elements of the learning environment that contribute to enhancing deep learning of students and their 21<sup>st</sup> century skills such as creativity, communication, critical thinking, and collaboration. This workshop will help educators make more explicit links between a learning environment and students’ deep learning. Schools can conduct their own workshop for educators using the Facilitator Guide and resources provided.

## An example in practice

This workshop was held at Avonside Girls High School in Christchurch, New Zealand, for educators in the region. During the workshop, participants identified elements of the physical environment (i.e. variety of spaces, moveable furniture and fit outs, access to a range of tools, and materials for hand-on activities) that would contribute to enhancing students’ deep learning. These elements offer a range of experiential learning experiences such as personalised and authentic learning, problem-solving, reflection and discussion, and encourage deep learning through opportunities for increased student agency, collaboration, and engagement.

## Where can I find this?<sup>1</sup>

The Facilitator Guide, including resources for the workshop, is forthcoming. Please contact the ILETC project for more information.

Further information about the workshop is available via [https://minerva-access.unimelb.edu.au/bitstream/handle/11343/194339/TechnicalReport2\\_final\\_webopt.pdf?sequence=1&isAllowed=y](https://minerva-access.unimelb.edu.au/bitstream/handle/11343/194339/TechnicalReport2_final_webopt.pdf?sequence=1&isAllowed=y)

[Correct as at 27 April 2020].

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