Gerhard Fischer and Hal Eden: "Design, Learning, and Collaboration" — Spring Semester 2005

Assignment 10: "Learning: From Speculation to Science"

source: Learning: From Speculation to Science → Introduction to Bransford, J. D., Brown, A. L., & Cocking, R. R. (Eds.) (2001) *How People Learn* — *Brain, Mind, Experience, and School*, National Academy Press, Washington, D.C. (distributed on paper)

Important — Role distribution: analyzers and summarizers for assignment 10:

- 1. MAGILL, CHRIS
- 2. SANDERS, ZACK
- 3. LE, PHONG

The "analyzers and summarizers" can do their work individually or jointly

due: Monday, March 28, 2005

- 1. producers: please submit by **9:00am** to the class website → please be on time, so the "analyzers and summarizers" can do their work!
- 2. analyzers/summarizers: please submit by 3:00pm to the class website

Briefly discuss the following issues:

- 1. what did you find
 - 1.1. interesting about the article?
 - 1.2. not interesting about the article?
- 2. what do you consider the main message of the article?
- 3. analyze and describe how you have learnt a complex systems (e.g., "Microsoft Word" or a similar system incase you have never learnt MS-Word, Photoshop, Java, using the Web effectively, ...)?
- 4. describe the most interesting / exciting learning episode of your life!
- 5. write in one short paragraph (a) what the following concepts *mean* and (b) which role they have played in your personal learning (e.g., where you have encountered them)
 - 5.1. learning by being told
 - 5.2. self-directed learning
 - 5.3. learning on demand
 - 5.4. discovery learning
 - 5.5. experiential learning
 - 5.6. informal learning
 - 5.7. collaborative learning
- 6. which media support have you used and are you using for your learning?