ESF-U 3

DESIGNING LEARNING SPACES

Educators on sustainability through food

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In this module

- Student learning spaces come in many shapes, sizes and configurations.
- Understanding the linkage between the physical space and the teaching and learning that occurs in it.
- Learning community: community of people who learn through exploration, collaboration, problem-solving, and being creative and innovative.
- Example: CBL and Hackathon
- Takeaways and reflections

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School change

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PHYSICAL SPACE: SCHOOLS WITHOUT WALLS?

- PERSONAL SPACE
- CLASSROOM
- SCHOOL (GARDENS, SURROUNDING, …)
- LOCAL TERRITORY AND COMMUNITY

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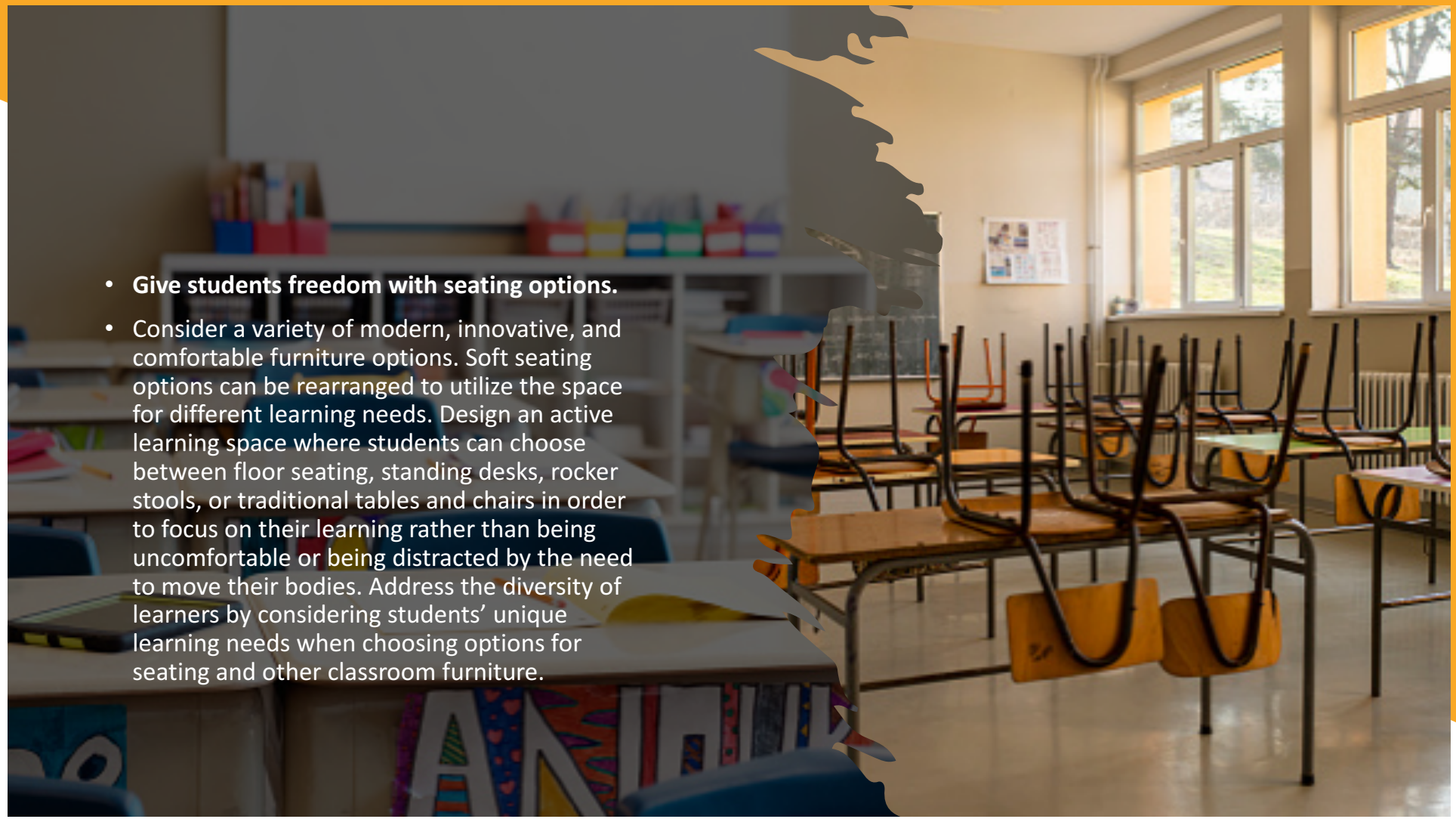

- **Give students freedom with seating options.**
- Consider a variety of modern, innovative, and comfortable furniture options. Soft seating options can be rearranged to utilize the space for different learning needs. Design an active learning space where students can choose between floor seating, standing desks, rocker stools, or traditional tables and chairs in order to focus on their learning rather than being uncomfortable or being distracted by the need to move their bodies. Address the diversity of learners by considering students' unique learning needs when choosing options for seating and other classroom furniture.

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- Create different learning spaces.
- Make room for special sessions.
- Don’t waste extra-space.
- Think outside of the box.
- Don’t forget the fun!

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SPACE AS LEARNING

- Formal learning >>> spaces
- Informal learning >>> spaces
- No-formal learning >>> spaces

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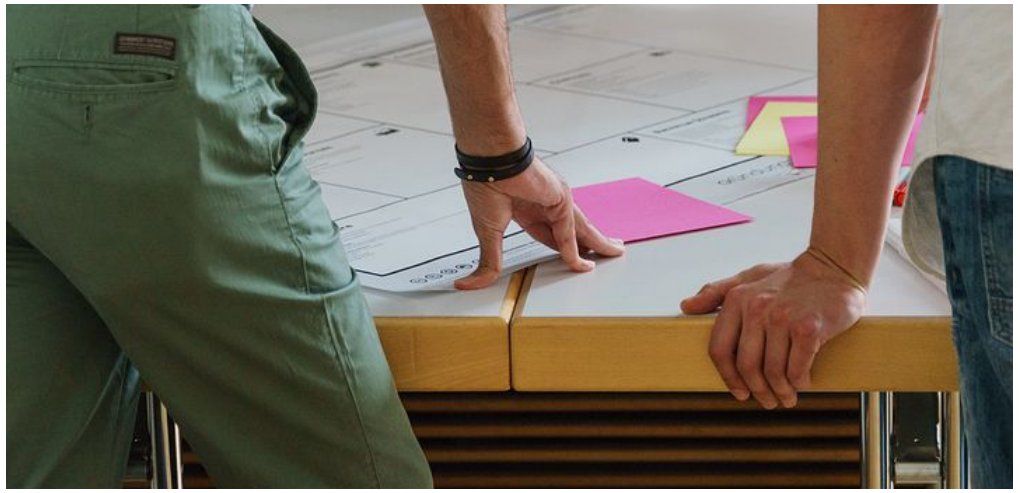

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- COMMUNITY OF PRACTICE
- LEARNING COMMUNITY

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DESIGN THINKING FOR DESIGNING LEARNING SPACES

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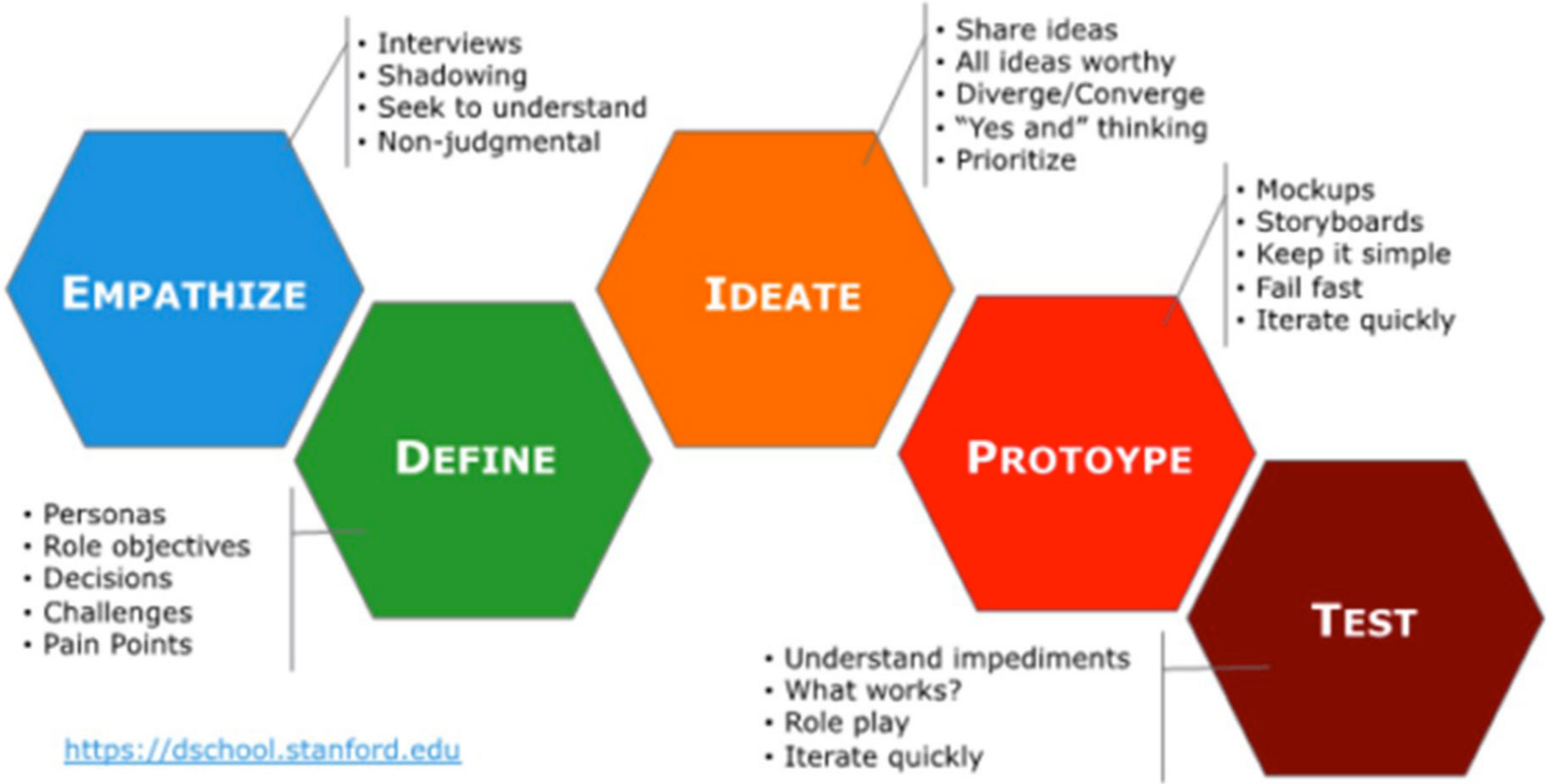
Stanford d.school Design Thinking Process



https://dschool.stanford.edu

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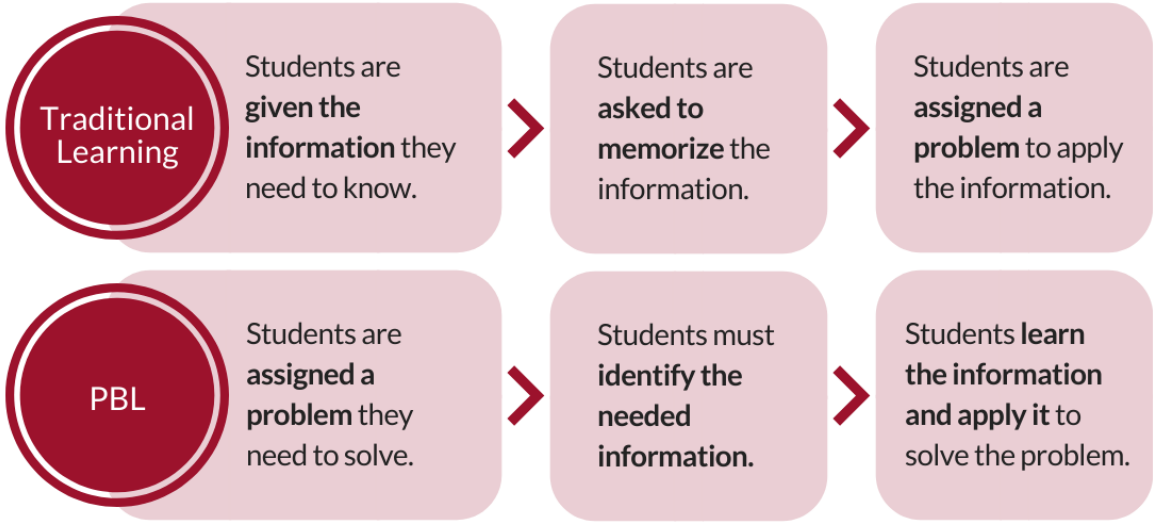
- PROBLEM-BASED LEARNING



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Challenge-Based Learning (CBL)

- In a world that is constantly evolving and rapidly changing, also thanks to technologies , schools are changing their education approach to juggle and solve increasingly complex problems, considering different points of view. To quote American anthropologist Margaret Mead, schools are increasingly dedicated to teaching students 'how to think' and not 'what to think'.

- **Challenge-Based Learning (CBL) is a pedagogical approach** that actively engages students to identify, analyze and design the solution to a problem in a real-life situation (Tecnologico de Monterrey, 2015).

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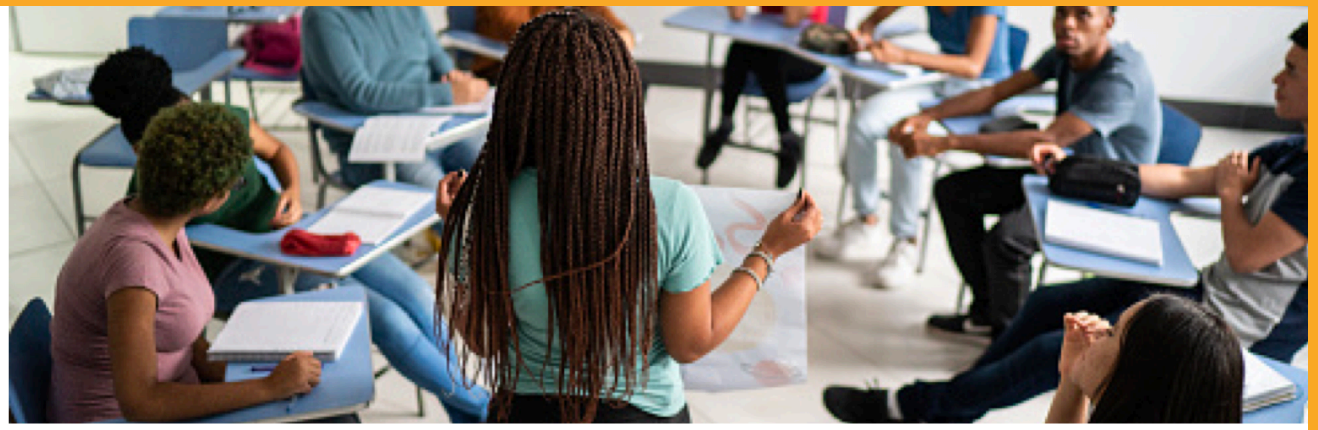
Takeaways: COLLABORATIVE SPACES

- SPACE FOR CO-LEARNING
- SPACE FOR CO-CREATION
- CO.COSTRUCTION OF KNOWLEDGE
- CO-CREATION OF LEARNING



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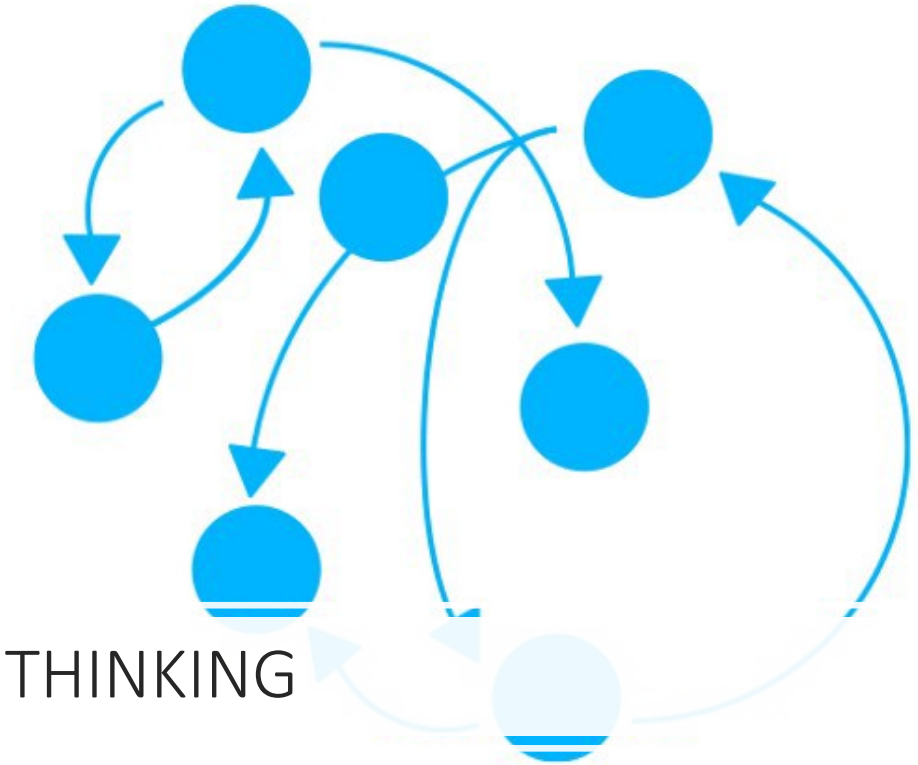
Traditional thinking

Systems thinking



SPACE FOR THINKING

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1) SPACES FOR CO LEARNING, CO-WORKING AND CO-CREATION

2) LEARNING SPACES TO EXALT COMPETENCES

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3) FROM PROBLEMS TO OPPORTUNITIES

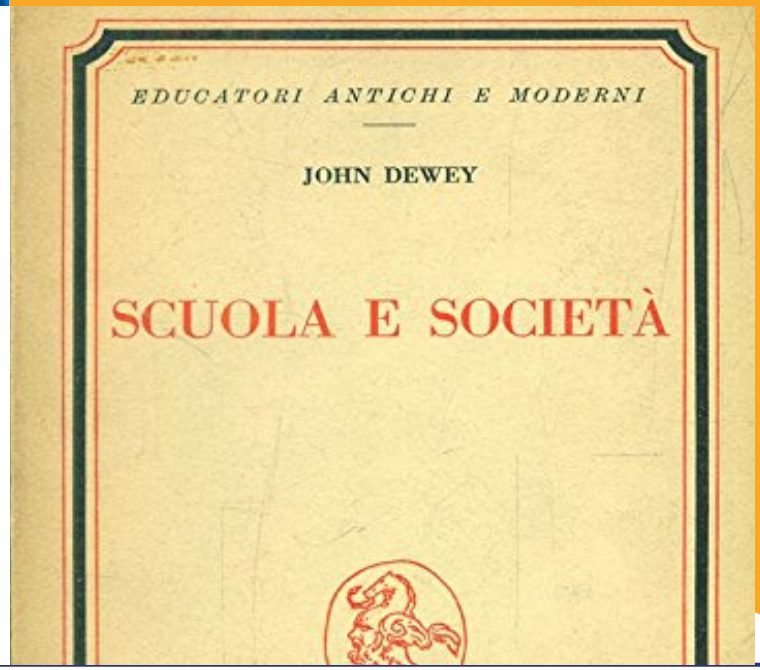
POSITIVE THINKING ENVIRONMENTS

4) MORE SPACES FOR EXPERIENCES,

MORE EXPERIENCES FOR LEARNING

Dewey APPROACH

FROM EXPERIENTAIL LEARNING TO EMPOWER LEARNING EXPERIENCES



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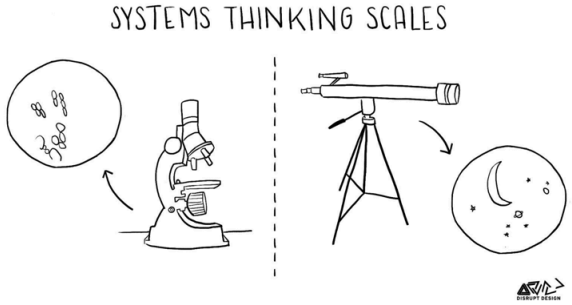
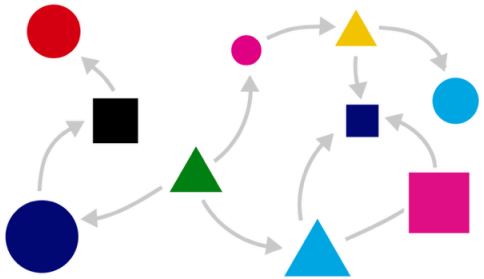
- 5) CHALLENGE BASED LEARNING SPACES, FOR ENVISIONG AND DESIGNING THE FUTURE

6) SYSTEM THINKING LEARNING IN TANGIBLE AND INTANBIGLE SPACES





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7) Having fun!

- HAVING FUN!

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Reflections

- How can we change the learning environment to adapt it to the most recent methodologies for teaching and learning?
- Do you work in a Teacher-centered space or in a Student-centered learning space?
- How does space shape learning behaviors and support learning?
- What impact will the pandemic have on the design of physical learning spaces of the future? Will layouts change? Will new types of classroom technologies have greater importance? How can learning spaces take advantage of increased flexibility and greater opportunities for diverse learners across multiple dimensions?

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RETHINK YOUR CURRENT CLASSROOMS

SETTING AND PRACTICES WITH NEW IDEAS TO TRANSFORM IT AND DISCOVER HOW LEARNING SPACE SHAPE LEARNING AND TEACHING BEHAVIORS

Thanks to everyone

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