

Designing Meaningful Learning Experiences

KnowledgeWorks®



Personalized Learning: Key Elements



Personalized Learning Network



Goals

- Explore where learning happens
- Define impactful learning
- Surfaces changes
- Prototype learning experiences

Six Bricks



Norms

What do our builds tell us about how we want to work together?

Learning and School

- When and where might learning happen?
- Who do you learn from?
- What might the differences between learning and school be?

Impactful Learning

- Tell me about a learning experience that stuck with you.
- What made it interesting/impactful?
- Where did it happen?
- Who did it involve?
- What did you learn?
- How did it feel?

I wonder...

I think...

I notice...



Break!

Industrial Arts Workshop and City of Bridges



California Area SD Beekeeping



Seneca Valley Center for Biotechnology Research



Let's Talk!

- How might the common themes we surface show up in the examples that were shared?
- What else is going on that might make those experiences memorable?

Lunch!

Futures Thinking 101

- No one can predict the future!
- Change comes in 2 types:
 - Inbound
 - Outbound
- There is no data about future trends



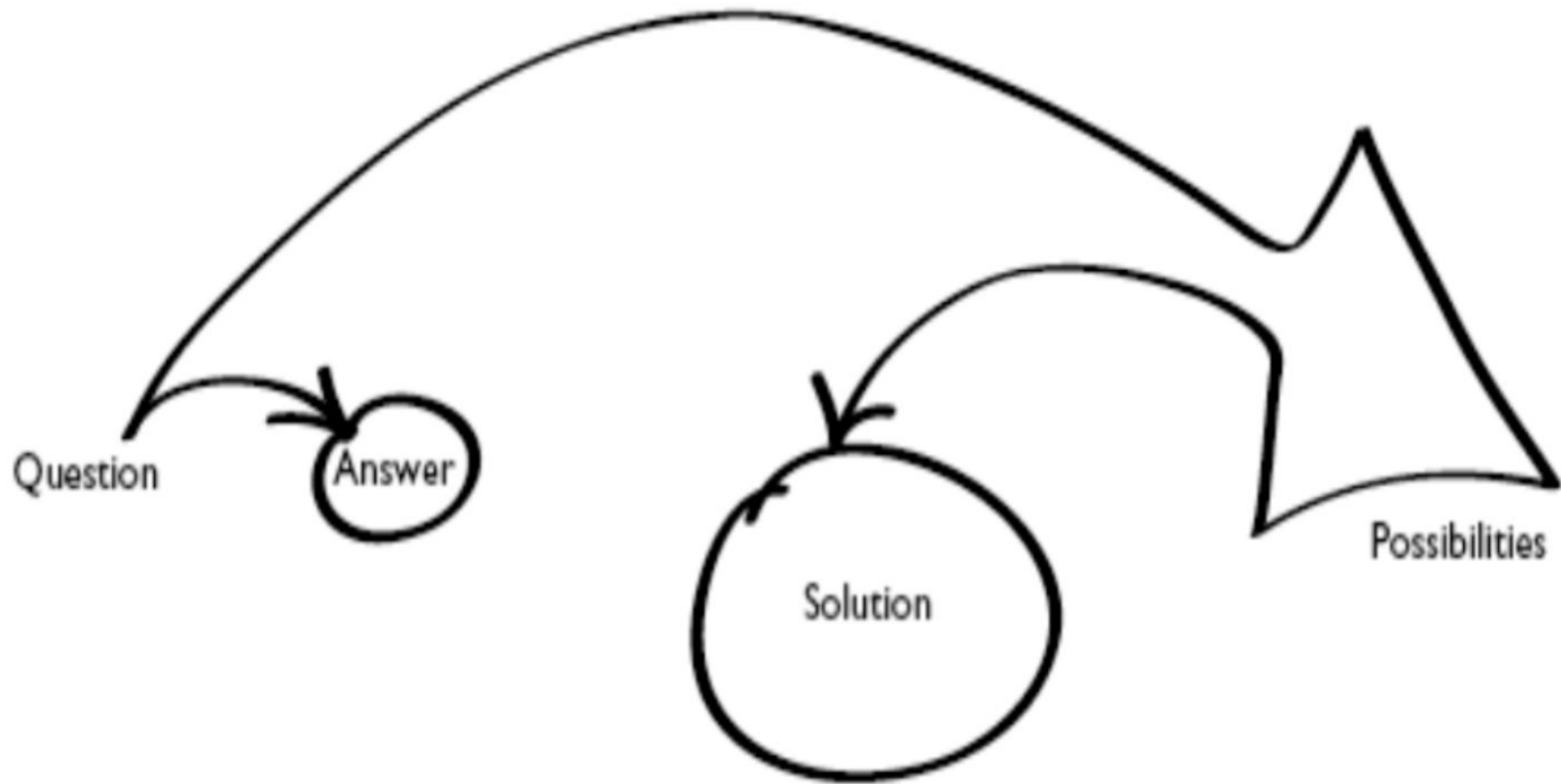


Image reference: ISKME Action Collab®

Drivers of Change



**Increasing
power and
use of AI**



**Increase in
disruptions to
life and
school**



**Decreasing
trust in Public
Systems**



**Decreasing
relevance of
school for
young people**

Prototyping Future Learning Experiences

1. Pick 3 trends. Think about how they might be like in 5 years.
2. What possibilities do they create for learning?
3. Keeping in mind what we talked about for impactful learning experiences, design a learning experience in the year 2031.

Prototyping Future Learning Experiences

- Things to consider:
 - Where is the learning happening?
 - Who is involved?
 - How is learning shown or captured?
 - How might the learner seek help or support?
 - How are the trends you selected showing up in our prototype?
 - How are the aspirations we noted a part of your experience?

Feedback Round!

- I like / appreciate...
- I wonder about...
- Tell me more about...

Prototype Revisions

1. Review the feedback your prototype received
2. Based on the feedback, revise your prototype

**What needs to change to
make these learning
experiences real?**

Thank you!

Lori Phillips

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