

Digital *TRAVELLERS*



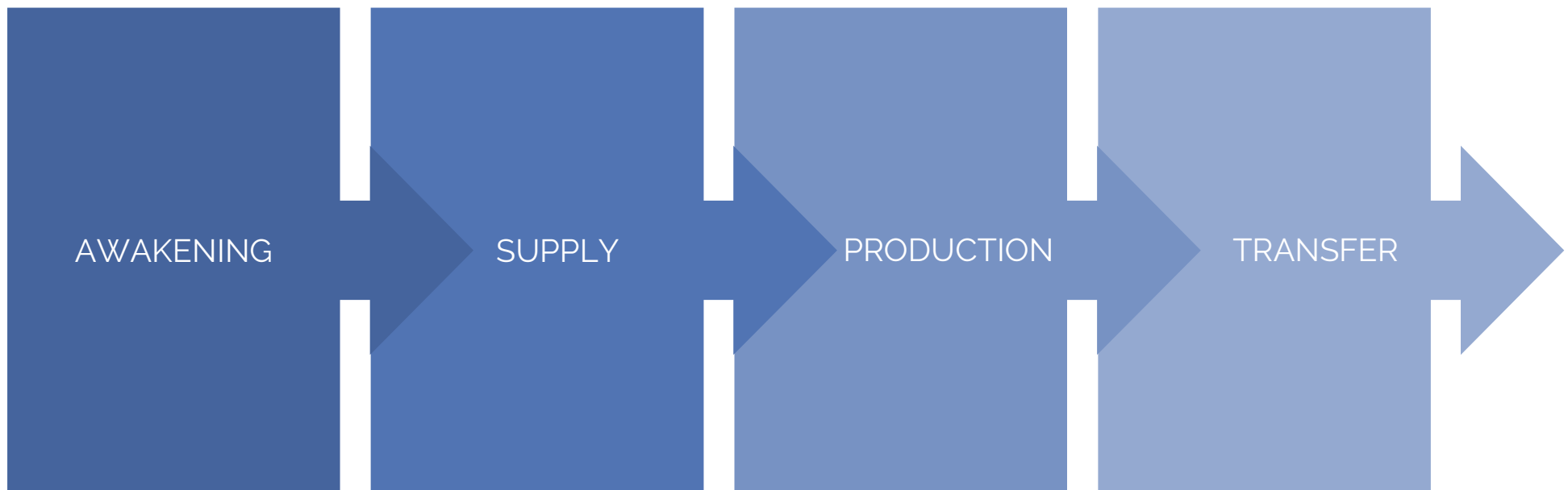
The stages in a workshop

self-learning capsule #4

A basic template
for an efficient sequence



4 stages for a complete learning cycle



The awakening stage



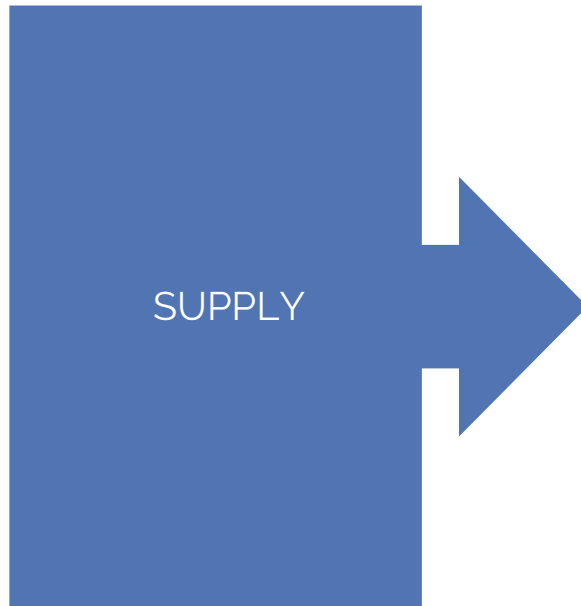
PURPOSE

Let representations and preconceptions emerge

>> understand what might be an obstacle

>> create links between new learnings and known material or existing concepts

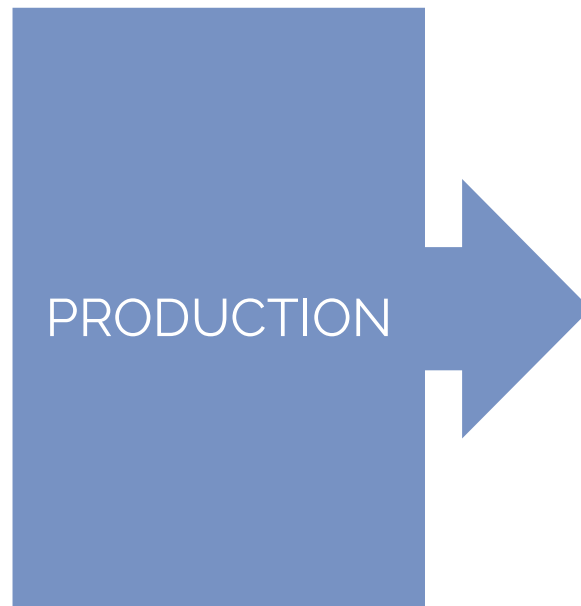
The supply stage



PURPOSE

Bring new content
Put learner in touch with new learnings
Explain, support understanding

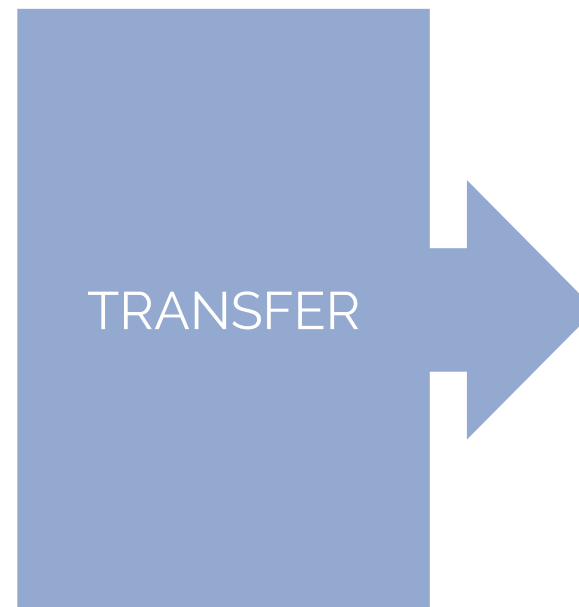
The production stage



PURPOSE

Allow learner to handle content in order to do a task, create new content, solve a problem...

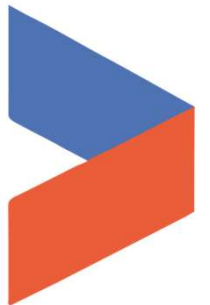
The transfer stage

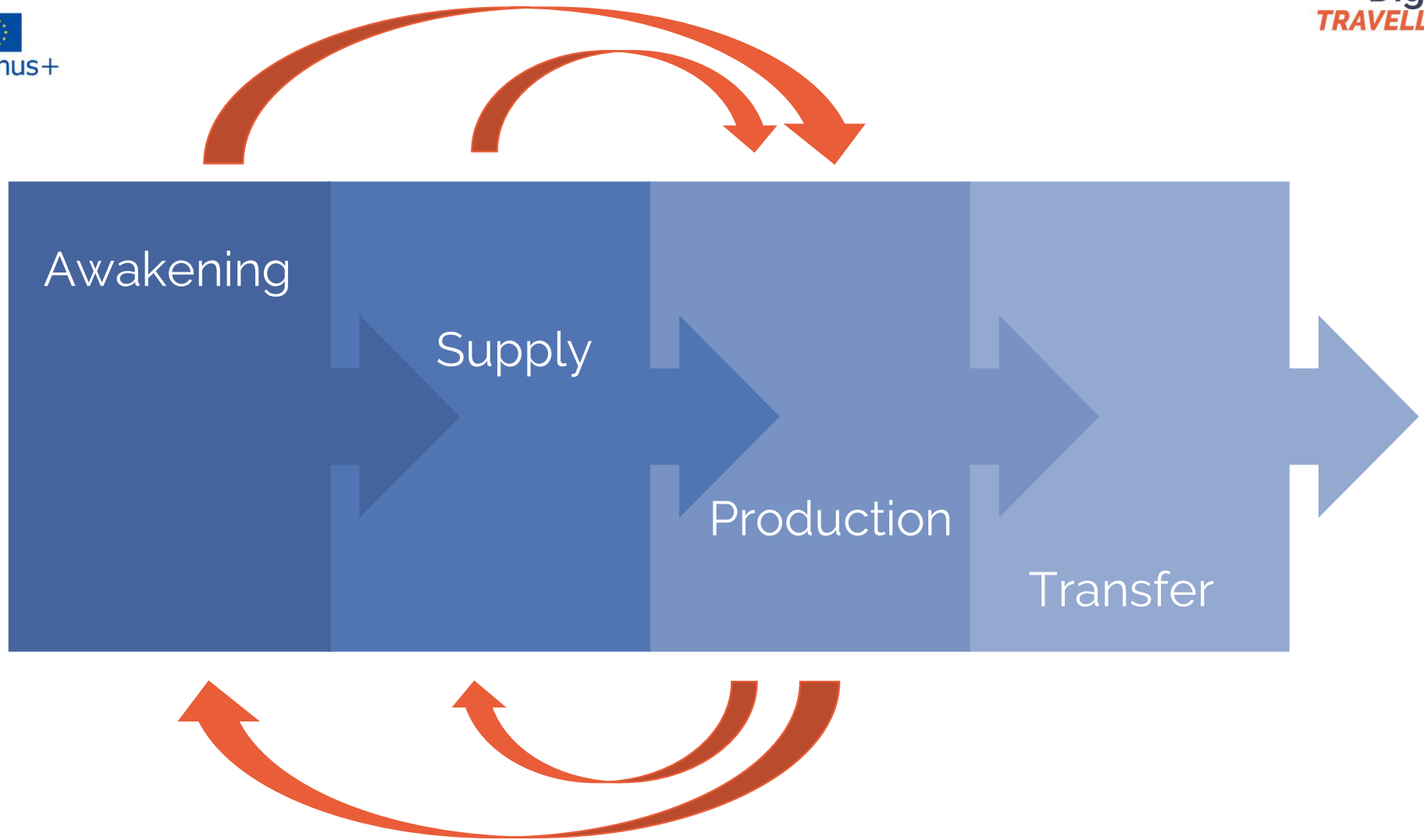


PURPOSE

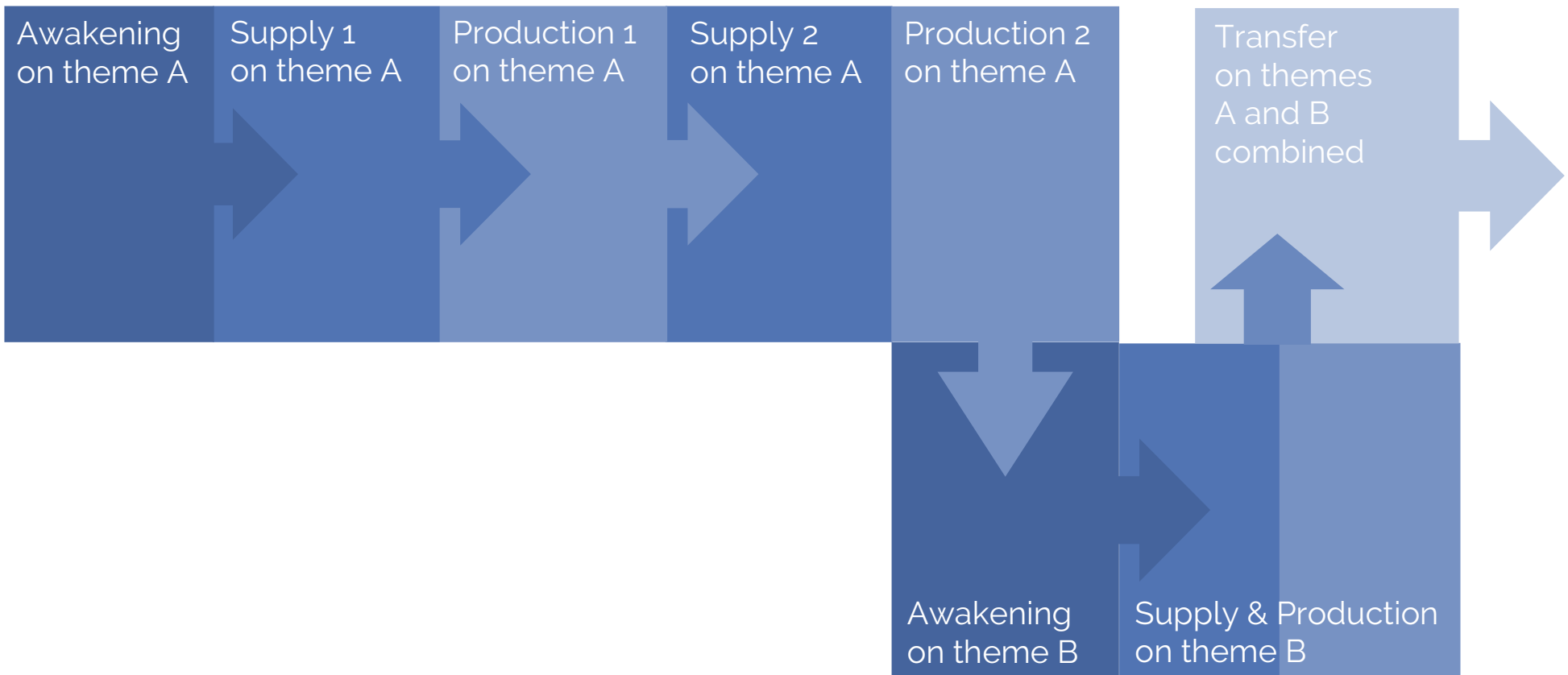
Allow learner to gain in autonomy by getting him/her to do a similar but not identical task

Combine...
... stages and cycles





Combination example



IN SHORT

What can this educational sequence do for me, in practical terms ?

- Conception in stages allows you to think up your workshop in a structured way
The basic sequence offers a simple template to think about the practical activities to suggest, in a (chrono)logical way.
- It also allows you to be consistent with regards to your position as facilitator
The various stages take into account the learner's representations and lead him.her, in a gradual and dynamic way, to build his.her own new learnings, with your support.
- Sequencing into stages implying different actions allows to create more varied and more motivating systems.
Combining and interweaving different purpose stages avoids dullness.
Production and transfer stages bring meaning to learning.

1. Consult other presentations

- **capsule 1** Whats is DigComp 2.1?
- **capsule 2** The Digital Travellers' website
- **capsule 3** My role as a facilitator



2. Take part in the matching live session #1