

## Community Learning

- From Primary 1 children are allocated learning partners at the start of each week. This is a key part of building our class learning communities
- Community needs to be recognised and nurtured in order to develop
- Community is not the sole responsibility of the practitioner. It is a responsibility shared by all members of the community.
- Community is so important that we should and must spend time building it and maintaining it.
- Community membership requires

## Quality Learning

Quality is a reflection of our school values. These should embody all that takes place within our learning community



## Learning and Teaching Our Pedagogical Approach to Learning

Embedded within our Rights Respecting School ethos our Pedagogical approach is based on the core principles of Designing for Learning; community learning, reflective learning, problem based learning, experiential learning and quality learning.

These approaches provide the platform for our children to develop the key learning powers of respect, responsibility, resourcefulness, reciprocity and resilience. Encourage creative and independent learners who can learn for a better world

## Reflective learning

- Reflective learning is nurtured best in safe, non-threatening environments.
- Reflective Learning opportunities must be personalised and varied.
- The information that feeds reflective learning must be accurate and reliable.
- Reflective Learning is promoted by multiple perspectives.
- Reflective Learning must occur at all stages of the experiential cycle.
- Time spent on reflective learning is a wise reallocation of instructional time
- Reflective Learning is embedded in a formative assessment (assessment for learning) context.

## Experiential Learning

Experiences should be designed to reflect the needs of the learner.

Experiences should be real and important.

Experiences should promote active learning.  
Experiences should provide an appropriate level of challenge and risk-taking.  
Experiences should provide rich contexts for incidental learning to occur.  
Experiences should be viewed as connected cycles of learning events.

## Problem Based Learning

- Have a clear design focus
- Design with your learners in mind
- Design for relevant contexts.
- Design for collaboration.
- Design for Authenticity
- Design for Developmental Growth
- Design for Life-Long and Self-Directed Learning