

Introduction to

# CONNECTED LEARNING

## THEORY

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# The Challenge



**An Opportunity?**

# 21st Century Skills



# Participatory Culture



1. *low barriers to participation*
2. *strong support for creating and sharing*
3. *informal mentorship between peers*
4. *everyone's contributions matter*
5. *sence of belonging to a community*

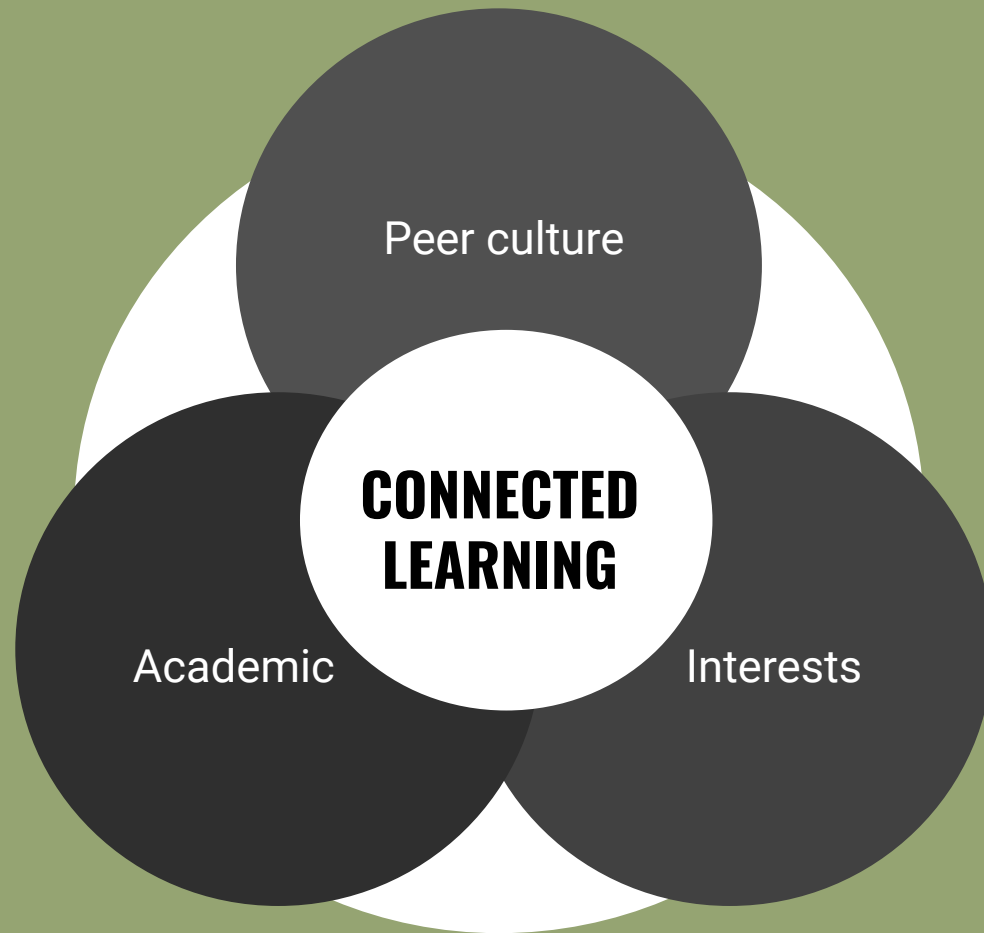


# Participation gap

Jenkins, H. (2009). *Confronting the challenges of participatory culture: Media education for the 21st century* (p. 145). The MIT Press.

Kumpulainen, K., & Sefton-Green, J. (2014). What is connected learning and how to research it?. *International Journal of Learning and Media*, 4(2), 7-18.

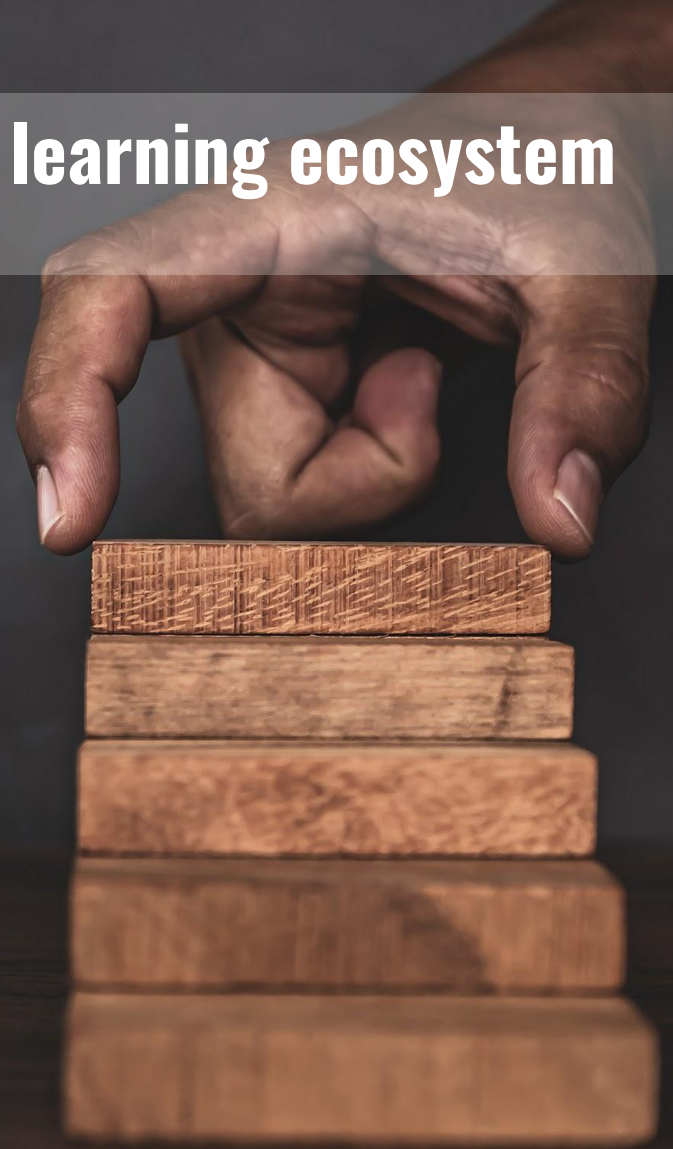
# Connected Learning



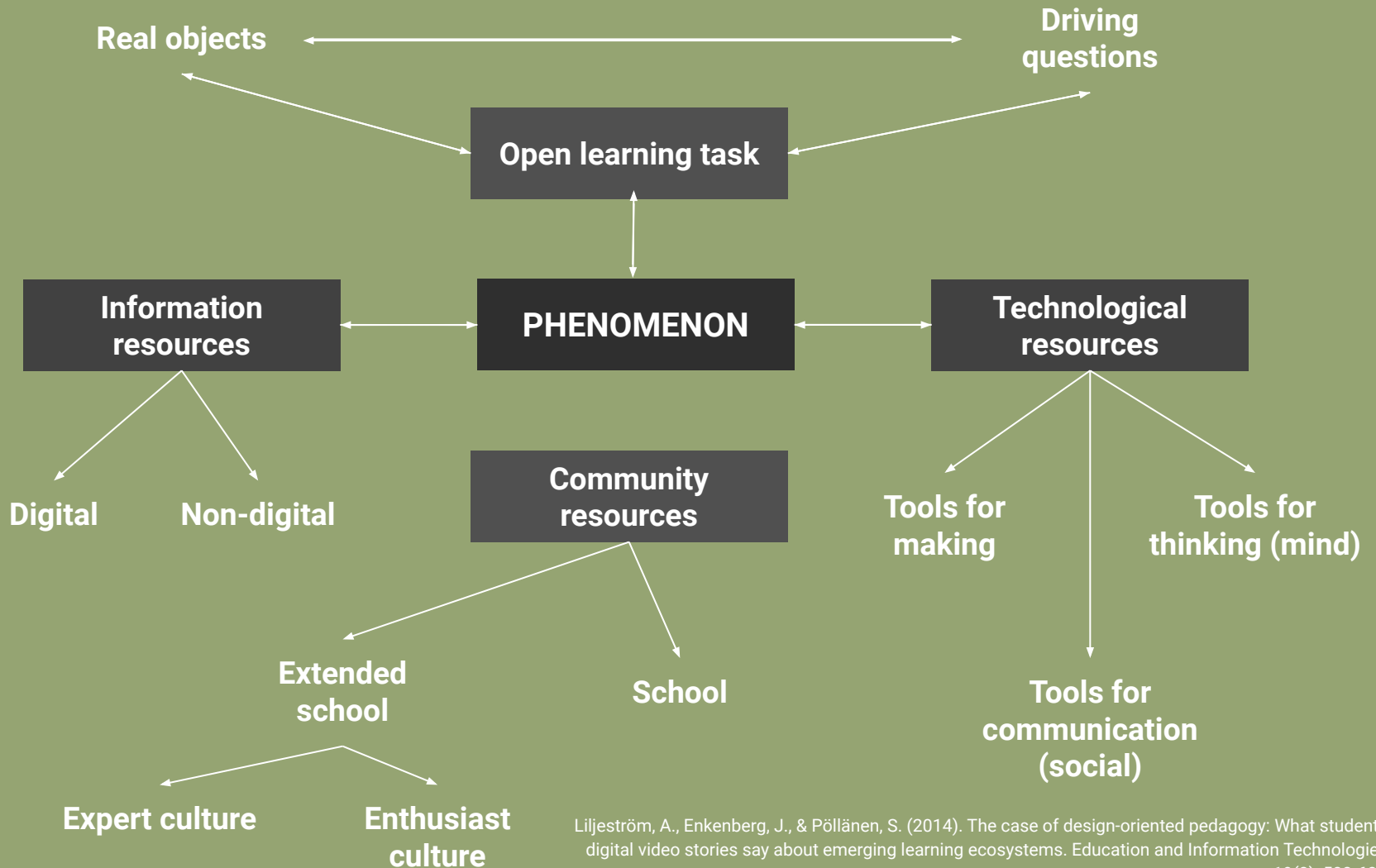
Ito, M., Gutiérrez, K., Livingstone, S., Penuel, B., Rhodes, J., Salen, K., Schor, J., Sefton-Green, J. & Watkins, S. C. (2013). Connected learning: An agenda for research and design. Digital Media and Learning Research Hub.,( p. 63).

# Principles for creation of connected learning ecosystem

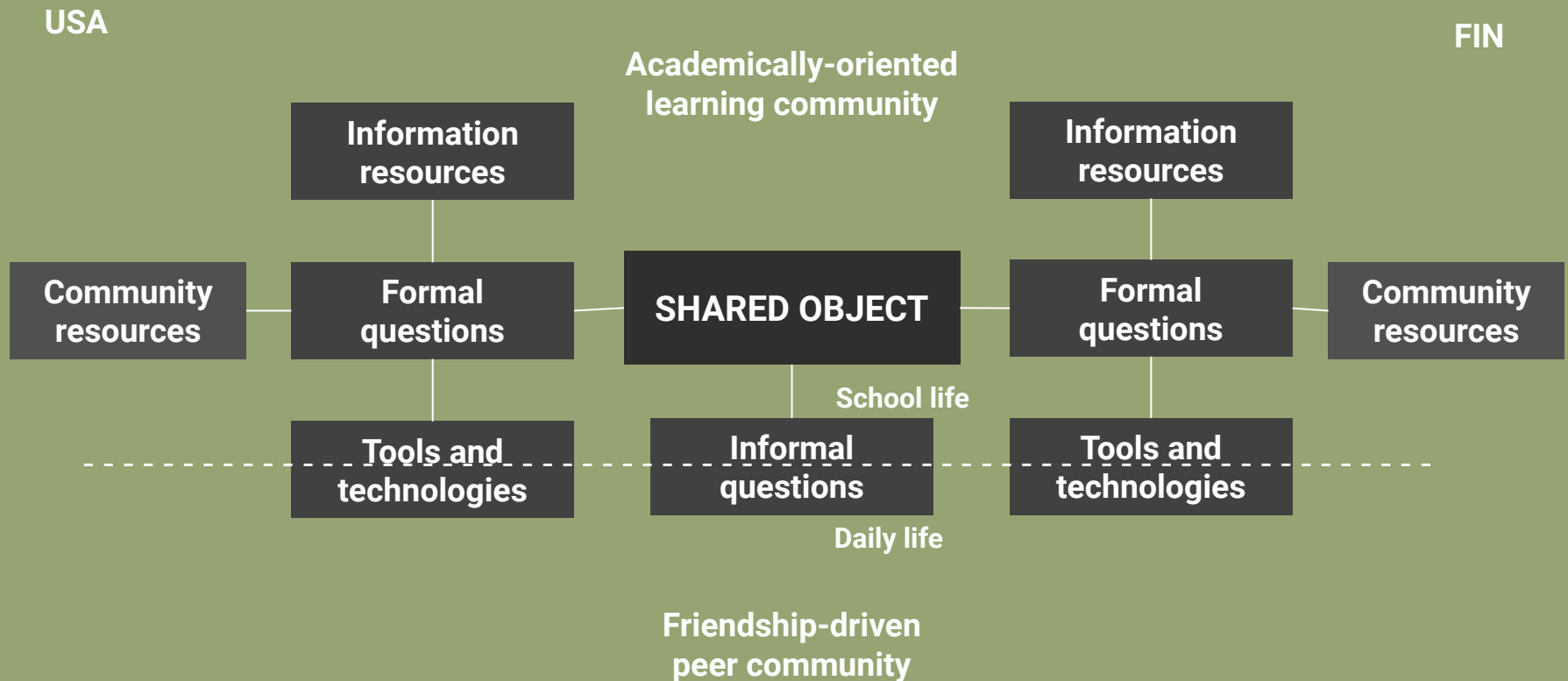
- 1) connecting learners in the pursuit of **shared learning tasks** (object)
- 2) connecting through **diverse technological tools** for producing, creating, and experimenting with peers (tools and resources)
- 3) facilitating interest-driven **participation in** openly-networked and generative **communities** (community)



# Conceptual structure of the afforded learning ecosystem



# Example of an emerged connected learning ecosystem



**ARTICULATION  
OF THE  
DESIGN TASK**

**Discussions of  
a joint  
learning task**

**Sharing the  
existing  
expertise  
and networks**

**Negotiation of  
rules for the work**

**CONSTRUCTION OF  
THE SOLUTION  
AND SHARING IT**

**Choosing,  
organizing,  
analyzing and  
integrating  
collected data**

**Creating and  
publishing  
digital artefact**

**DESIGNING  
THE  
CONTEXTS**

**Working with  
extended  
learning  
community**

**Choosing the  
real object(s)  
to study**

**Collection of data in  
different  
media**

**Mapping possible  
information  
resources, tools  
and communal  
resources**

**Making plans**

**DATA  
COLLECTION**

## Learning path

(Vartiainen, 2014; Liljeström, Enkenberg, & Pöllänen, 2014)

# References

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- Vartiainen, H. & Nissinen, S. (2019). *Design-suuntautunut pedagogiikka 2.1 - varhaiskasvatuksessa*. Retrieved 14th Nov 2021 from: <https://www.slideshare.net/Henriikka/designsuuntautunut-pedagogiikka-varhaiskasvatuksessa-129962506>