

Theory into practice

Five theories about learning, and their implications for course and activity design

This resource shows how different ideas about learning can be translated into curriculum design outcomes, including design for digital activities and environments. The first row outlines the theories. The second row maps each theory to other ways of thinking about learning that you may be familiar with: Laurillard's six learning types (2012), Kalantzis and Cope's four activity types (2020) and Bloom's taxonomy of learning outcomes (1956, revised 2001). This step is particularly useful for translating between broad theories and practical activities in the curriculum.

The remaining rows offer some design principles that arise from each set of ideas:

- General principles
- Student progression
- Typical learning activities (this row can be cross referenced to the Learning Activities cards)
- Assessment, including taxonomic verbs (this row can be cross referenced to Bloom's Digital Taxonomy).
- Learning spaces, tools and environments (this row can be cross referenced to resources on Educational Media and on Choosing and Using Tools for Learning)

 An earlier version of this table appeared in Beetham, H. (2006/2010/2019) Designing learning activities, in H Beetham and R. Sharpe (Eds) Rethinking Learning for a Digital Age.

 Routledge.

	Associative	Constructive (individual)	Constructive (social)	Situative	Critical
T H E O R Y	People learn by association: through stimulus-response conditioning (classic 'behaviourism'), or by linking concepts in a chain of reasoning, or steps in a sequence of actions. Instruction aims at accurate performance, eg. when factual material is committed to memory or when skilled performance is reproduced.	People learn by actively investigating the world around them: planning, acting, receiving feedback, and drawing conclusions. New learning must be integrated into the learner's existing conceptual or competency structures, or those structures must be reformed (this is often termed 'threshold' learning). Learned	Individual exploration is scaffolded by social interactions. Peer learners and teachers play a key role in developing a shared understanding of the task, and providing feedback to each learner. Emerging concepts and skills are supported by the group, allowing learners to achieve beyond their own current	People learn by participating in authentic settings and social groups, progressing from novice to expert through observation, practice and mentoring. Situativity emphasises the social context of learning, and this context is close – or identical – to the real-world setting in which the learner will practice the role and	People learn when they are motivated to change aspects of their situation, or issues facing their community. Learning involves become more conscious of the situation, the forces contributing to it, and alternatives. Learners must be able to make a difference through their learning, and this may be played out in the
	Associative theories are less concerned with how concepts or skills are internalised and more with how different regimes of instruction support performance. Structured activities and rapid feedback on performance are key to learning.	structures or rubrics can then be applied to new contexts and expressed in new ways. Learning tasks should challenge existing concepts and support the construction of new ones. Active discovery and intrinsic feedback are key to learning.	capabilities. Learning depends on social resources such as language(s), tools, designed environments, and agreed norms of shared action (e.g. rules, roles, divisions of labour). Shared tasks and rules are key to learning.	associated skills they are learning. The social environment provides motivation and identity rewards as well as scaffolding development. Participation is not only the method: it is also the end goal. Authentic tasks and roles are key to learning.	roles and power dynamics of the classroom and/or in actions beyond it. Meaningful tasks linked to other aspects of learners' lives, collective action, and shared understanding are key to learning.

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DESIGN PRINCIPLES	 Break down concepts/skills into component units Structure learning tasks/ materials according to the typical order of acquisition Provide predictable routines of activity and feedback, ideally with micro-rewards Stage practice/recall at regular and lengthening intervals (e.g. after 1 hour, 1 day, 1 week) Support intrinsic learning by emphasising patterns, rubrics, routines Adapt teaching to learner performance (start, stop, review) 	 Design tasks to support active sense-making through structured problems Elicit pre-existing concepts and strategies from learners Look for conceptual 'thresholds' where existing frames give way to new ones; focus teaching on these transitions Include opportunities for reflection and integration especially at transitions Encourage transfer of concepts/skills from one problem space to another Adapt teaching to existing concepts/skills and to misconceptions and errors 	 Design collaborative tasks Elicit pre-existing concepts and strategies from learners Encourage experimentation, and a variety of approaches Look for conceptual thresholds and support students to co-teach each other around these Include opportunities for discussion and reflection Encourage students to coach, challenge and feed back to each other, as well as modelling this in teaching Adapt teaching to group dynamics and existing skill sets/adopted roles 	 Support participation in authentic situations and practices Elaborate opportunities for learning Clarify habits, attitudes and values Support the development of roles and identities Create safe environments for reflection Include feedback from mentors and peers Facilitate learning dialogues and relationships Adapt teaching to the needs and goals of learners and the opportunities of the situation 	 Link new ideas to learners' lived experiences. Provide authentic projects with meaningful outcomes Elicit and value alternative points of view, and put them into dialogue Elaborate contexts., especially of power and privilege Ask 'who gains; who loses?' Adapt teaching to the emerging relationships and interests of the group Develop the teaching/ learning relationship as a safe space to challenge authorities and received ideas
P R O G R E S S I O N	 Progress from simple to complex (skills or concepts) Move from linear sequences to spatial or grammar-like structures Add new levels of challenge/difficulty Develop, self-monitoring and self-assessment 	 Progress from simple, intensive problems to complex, extensive problems Move from closed to open problem spaces Learners take progressively more direction over the task(s) Develop meta-cognitive skills e.g. reflection 	 As for constructive learning but also: Move from closed to more open groups/networks for learning Develop peer learning and coaching/mentoring skills 	 Progress from novice to expert tasks and roles Manage more complex relationships Engage with different roles, perspectives and cultures Develop repertoire and judgement 	 Progress from single-loop criticality (applying critical tools, rules and rubrics) to double loop (examining power dynamics, seeing alternative perspectives, challenging rules, rubrics and tools) Progress from understanding to critique to taking action Develop repertoire and judgement

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A C T I V I T I E S	 Follow a method, protocol, or rule (practice until accurate) Follow a prescribed route through materials Represent/reproduce a concept or argument Perform a skill Answer recall-based questions 	 Solve a problem and present an outcome, result or solution Develop a new example or application Explain a concept or analyse a practice/performance Answer applied questions 	 Solve a problem and present a shared outcome, result or solution Contribute to a shared project Co-teach or peer review others' work Reflect/comment on a shared task 	 Respond to a problem, situation or challenge Produce artefacts suitable to role and setting Record and reflect on performance in situ Gather expert feedback Co-mentor others Present work in a public setting 	 Respond to a problem, situation or challenge Critique, review, contrast, contextualise Develop alternative solutions and counterfactual proposals Challenge received methods and perspectives Take action with others
M A P S T O	Maps to Laurillard's (2012) learning by acquisition (concepts), and learning by practice (skills) Maps to 'overt instruction (conceptualising') in Kalantzis and Cope Bloom's 'remember' action verbs are particularly relevant to associative learning goals.	Maps to Laurillard's (2012) learning by investigation Maps to 'Transformed practice (applying)' in Kalantzis and Cope Bloom's 'understand' 'apply' and (perhaps) 'analyze' action verbs are particularly relevant to constructivist learning goals.	Maps to Laurillard's (2012) learning by investigation + learning by collaboration. Maps to 'Transformed practice (applying)' in Kalantzis and Cope Bloom's 'understand' 'apply' and (perhaps) 'analyze' action verbs are particularly relevant to constructivist learning goals.	Maps to Laurillard's (2012) learning by acquisition/ practice + learning by collaboration. Maps to 'Situated practice (experiencing)' in Kalantzis and Cope Bloom's 'understand' and 'apply' action verbs are relevant to novices, while 'evaluate' and 'create' are relevant to expert learners.	Maps to 'Critical framing (analyzing)' in Kalantzis and Cope, and 'Transformed practice (applying)'. Bloom's 'analyze', 'evaluate' and 'create' action verbs are relevant to critical learning. Through values-led action, other outcomes such as 'understand' can emerge.

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A S S E S S M E N T	 Assess accurate reproduction Assessment criteria tightly coupled to desired outcomes Give regular feedback e.g. on components of the task Quizzes, MCQs, short answers, practicals, online tests. All at progressively spaced intervals. Measurement of skilled performance. Taxonomic verbs: remember, perform 	 Assess conceptual understanding (applied knowledge and skills) Credit process as well as outcomes Credit varieties of performance and/or innovative solutions Provide feedback when it matters e.g. thresholds Taxonomic verbs: understand, apply, analyse, explain 	 Assess conceptual understanding Credit process and participation as well as outcomes Credit collaboration Develop peer-evaluation and shared responsibility Collaborative assessments, or individual submissions based on shared work Taxonomic verbs: understand, apply, analyse, explain, share (+ collaborate) 	 Assess situated performance or practice Take full account of context Credit participation Provide feedback from a range of others Credit authenticity, e.g. involving identities, values, beliefs, judgement Taxonomic verbs: apply, evaluate (+ collaborate) 	 Assess situated performance or practice Credit authenticity, involving identities, values, beliefs, judgement Credit original and challenging solutions Require critical reflection on processes and outcomes Involve students in designing assessment rubrics and standards Taxonomic verbs: apply, analyse, evaluate, create

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L E A R N	 Structured learning resources and pathways with regular questions and tests Online MCQs and quizzes with intrinsic feedback 	 Active learning environments e.g. exploratory simulations, games, virtual worlds Online research tools Tools for analysis and 	 Collaborative learning environments (including wikis, shared design spaces, shared authoring and presentation apps) Shared simulations and 	 Collaborative learning environments Simulations and virtual worlds (highly authentic) Reflective tools e.g. blogs, vlogs, podcasts 	As for situative learning Focus on learner participation and enabling collective action
N	 Simulations aimed at 	calculation; authentic	games	e-Portfolio applications	
G	accurate reproduction or performance	tools of the discipline • Productivity tools e.g. for	 Online research and curation tools; shared 	 Online curation and presentation spaces e.g. 	
Е	One-to-one tutoring or one-	writing, image-making,	resources	virtual galleries, social	
N	to-many instruction e.g.	presentation	Authentic tools of the	media channels, web sites,	
V .	lecture capture, video,	Wide range of learning	discipline	blogs	
1	multimedia learning	resources, ideally in	• Discussion spaces, forums,	Professional, vocational and	
R	resources	different media	break-out rooms	other networks of practice	
O N	 Learning and study apps e.g. brain training, language 	 Mind-mapping and other visual presentation tools 	 Social referencing, bookmarking, annotation 	 Authentic tools of the discipline or specialist role 	
М	learning, revision tools	 Note making, recording and 	and commenting apps	Focus on learner	
Ε	Focus on direct instruction,	collating apps	Focus on learner	participation and identity-	
N T	and feedback	Focus on student interaction with tools and resources, tutor facilitated	collaboration, tutor facilitated	building	