

# SELF-DIRECTED LEARNING

New Technology in Education (VIKERA09)



Mgr. Hana Habermannová

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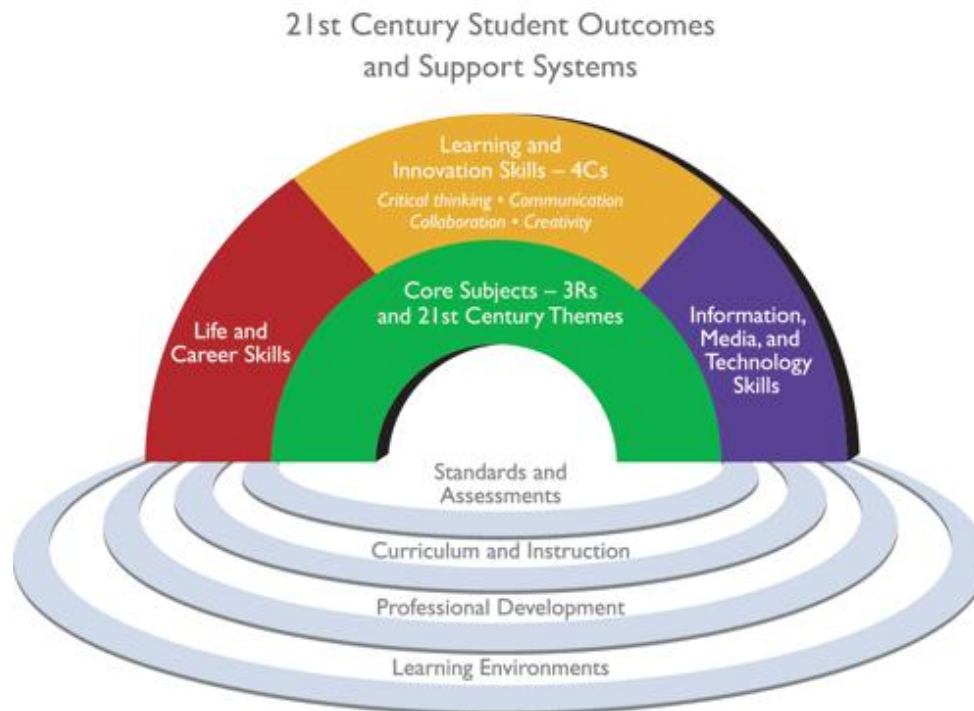
# SELF-DIRECTED LEARNING

“In its broadest meaning, ‘self-directed learning’ describes a process by which individuals take the initiative, with or without the assistance of others, in diagnosing their learning needs, formulating learning goals, identify human and material resources for learning, choosing and implement appropriate learning strategies, and evaluating learning outcomes.

(M. Knowles, Principles of Androgogy, 1972)“

# 21st Century Skills

The Framework presents a holistic view of 21st century teaching and learning that combines a discrete focus on 21st century student outcomes (a blending of specific skills, content knowledge, expertise and literacies) with innovative support systems to help students master the multi-dimensional abilities required of them in the 21st century and beyond.



# 21st Century Skills

## 1. Core Subjects

## 2. Learning and Innovation Skills

*Creativity and Innovation*

*Critical Thinking and Problem Solving*

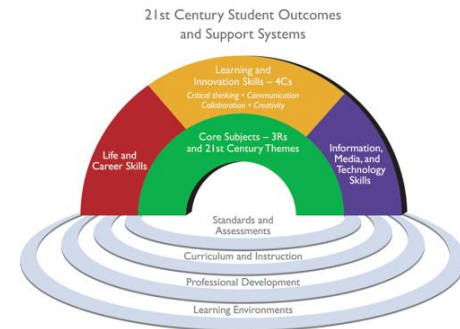
*Communication and Collaboration*

## 3. Information, Media and Technology Skills

*Information Literacy*

*Media Literacy*

*ICT Literacy*



# 21st Century Skills

## 4. Life and Career Skills

*Adapt to change*

*Be flexible*

*Manage Goals and Time*

*Work Independently*

*Be Self-directed Learners*

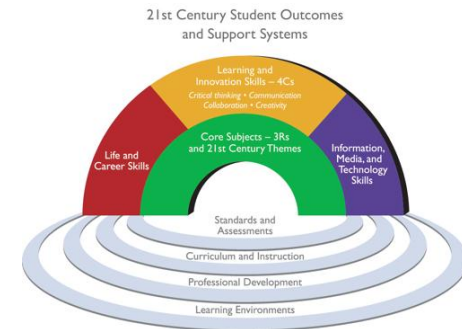
*Interact Effectively with Others*

*Work Effectively in Diverse Teams*

*Manage Projects*

*Produce Results*

*Guide and Lead Others*



# Be Self-directed Learners

1. Identifying what to learn
2. Establishing learning objectives
3. What's your learning style
4. Resources for learning
5. Scoping your learning effort
6. Documenting what you've learned (Evernote?)
7. Designing a learning project plan – Edventure design model

# EDVENTURE DESIGN MODEL

A canvas for designing and planning your self-directed learning



## 1 TOPIC OF LEARNING

What do you want to learn? Be specific and set a clear objective.  
Eg. Don't plan programming in general, plan programming in Python.

A B C

## 2 MOTIVATION

Why do you want to learn this? What will it bring to your life? Eg. I will gain basic programming skills and will be able to find a new job or start projects on my own.

A  
B  
C

## GOALS AND DEADLINES

Set measurable and achievable goals and deadlines for them. Eg. I will make a simple web app until November 1st.

A  
B  
C

## ONLINE RESOURCES

Define online resources which you will use. Think about online courses, educational apps, and other information resources (blogs, forums, social networks...).

## OFFLINE RESOURCES

Define offline resources which you will use. Think about books and other print stuff, events (workshops, conferences, courses...) and places you can visit (universities, libraries, startup accelerators...).

## PEOPLE

Who will help you reach your goals? Think about mentors (academics, entrepreneurs, consultants), communities and interest groups. Find experts, who you can connect with online and offline.

## 6 OUTCOMES

How will you note and present your learning? Think about blogging, public speaking, learning others, or starting a new project.

A  
B  
C

## OTHERS

FINANCE How much money will you invest into your education (weekly)?

TIME How much time will you invest into your education (weekly)?

MONITORING Who will help you with your progress and push you forward?

LEARNING STYLE Which way of learning suits you the best?

## TOOLS

What do you need for your education? Which tools, software, and other equipment will help you? Think about tools for information management, productivity, and communication.

5

## EDVENTURE TO DO PLAN

Define specific tasks, based on a filled canvas above. Don't forget to set deadlines.



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## 2 MOTIVATION

Why do you want to learn this? What will it bring to your life? Eg. I will gain basic programming skills and will be able to find a new job or start projects on my own.

A

B

C

## GOALS AND DEADLINES

Set measurable and achievable goals and deadlines for them. Eg. I will make a project until November 1st.

A

B

C

1. What do you want to learn?

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2. Motivation?

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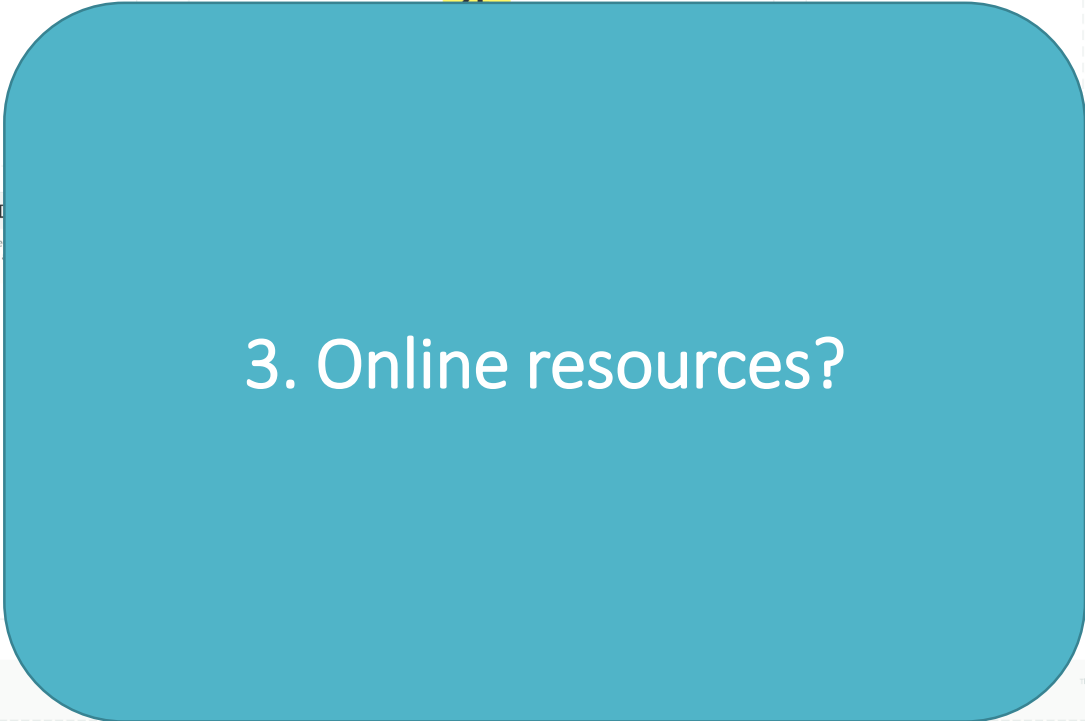
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3. Online resources?

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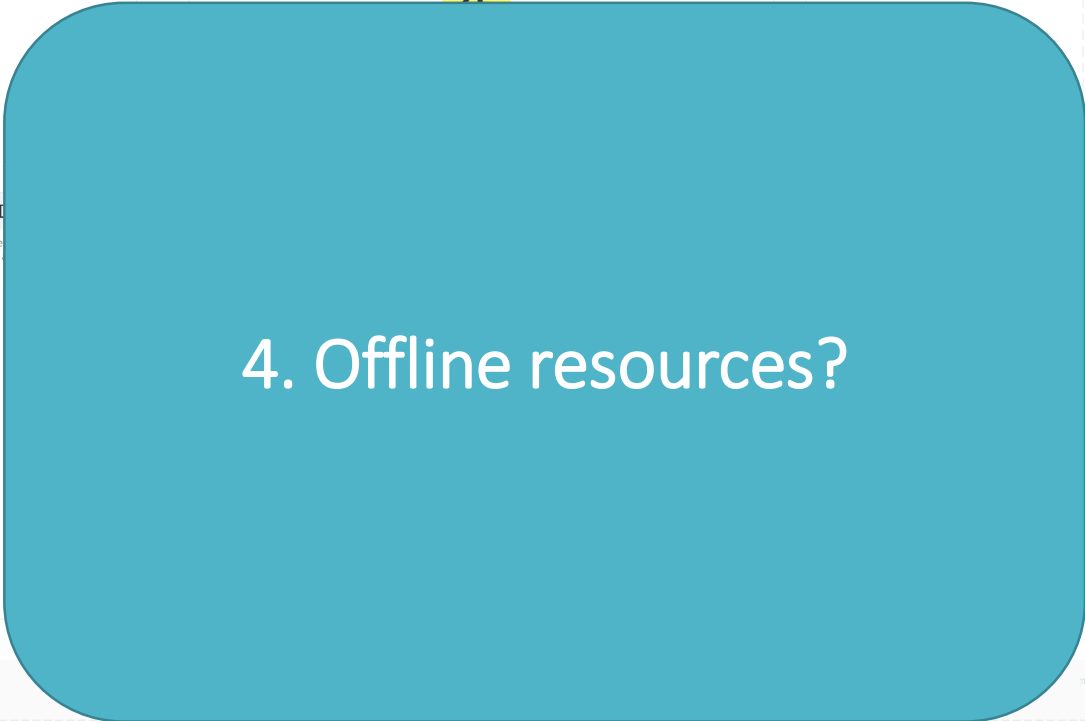
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4. Offline resources?

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# 5. Tools?

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6. Outcomes?

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7. 2Do's?

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<http://edventuredesignmodel.com>

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# Questions?

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