Key parameters to assess the
capacity of innovative learning settings

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This <u>work-paper</u> consists of a number of statements about the capacity of innovative learning settings, first of all with regard to young non-academic learners.
The statements and the paper should be unfolded and discussed in development workshops aiming to qualify didactic choices in formal and non-formal learning settings for non-academic young and adult learners.
The paper might be expanded by other relevant didactics.

KEY INNOVATIVE LEARNING PARAMETERS

General didactic organizing capacity

Learning to learn capacity

Learning motivation

Collaborative skills

Productive, not consuming

Extensive use of ICT (information and communication)

Extensive use of creative media for production

Linking to community

Capacity to support the new generation of non-academic young learners

Media based learning

Didactic organizing capacity
MEDIUM

Learning to learn capacity
MEDIUM

Learning motivation
HIGH

Collaborative skills
MEDIUM

Productive, not consuming
MEDIUM

Extensive use of ICT (information and communication)
HIGH

Extensive use of creative media for production
HIGH

Linking to community
LOW

Capacity to support the new generation of non-academic young learners
HIGH

Collaborative learning

Didactic organizing capacity
HIGH

Learning to learn capacity
MEDIUM

Learning motivation
MEDIUM

Collaborative skills
HIGH

Productive, not consuming
MEDIUM

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
LOW

Linking to community
LOW

Capacity to support the new generation of non-academic young learners
MEDIUM

Problem based learning

Didactic organizing capacity
HIGH

Learning to learn capacity
HIGH

Learning motivation
MEDIUM

Collaborative skills
MEDIUM

Productive, not consuming
MEDIUM

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
LOW

Linking to community
LOW

Capacity to support the new generation of non-academic young learners
LOW / MEDIUM

Game based learning

Didactic organizing capacity
LOW / MEDIUM

Learning to learn capacity
MEDIUM

Learning motivation
HIGH

Collaborative skills
MEDIUM

Productive, not consuming
MEDIUM

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
LOW / MEDIUM

Linking to community
LOW / MEDIUM

Capacity to support the new generation of non-academic young learners
HIGH

Technology supported e-learning

Didactic organizing capacity
LOW / MEDIUM

Learning to learn capacity
LOW / MEDIUM

Learning motivation
MEDIUM

Collaborative skills
MEDIUM

Productive, not consuming
MEDIUM

Extensive use of ICT (information and communication)
HIGH

Extensive use of creative media for production
LOW

Linking to community
LOW / MEDIUM

Capacity to support the new generation of non-academic young learners
LOW / MEDIUM

Technology supported classroom learning

Didactic organizing capacity
MEDIUM

Learning to learn capacity
MEDIUM

Learning motivation
MEDIUM

Collaborative skills
LOW / MEDIUM

Productive, not consuming
LOW / MEDIUM

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
LOW / MEDIUM

Linking to community
LOW

Capacity to support the new generation of non-academic young learners
LOW / MEDIUM

Social gaming learning

Didactic organizing capacity
MEDIUM

Learning to learn capacity
MEDIUM

Learning motivation
MEDIUM / HIGH

Collaborative skills
MEDIUM / HIGH

Productive, not consuming
MEDIUM

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
LOW / MEDIUM

Linking to community
MEDIUM

Capacity to support the new generation of non-academic young learners
MEDIUM / HIGH

LABlearning

Didactic organizing capacity
MEDIUM / HIGH

Learning to learn capacity
MEDIUM / HIGH

Learning motivation
HIGH

Collaborative skills
MEDIUM / HIGH

Productive, not consuming
MEDIUM / HIGH

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
MEDIUM / HIGH

Linking to community
MEDIUM

Capacity to support the new generation of non-academic young learners
MEDIUM / HIGH

Computer Clubhouse

Didactic organizing capacity
HIGH

Learning to learn capacity
MEDIUM / HIGH

Learning motivation
HIGH

Collaborative skills
MEDIUM / HIGH

Productive, not consuming
HIGH

Extensive use of ICT (information and communication)
MEDIUM

Extensive use of creative media for production
HIGH

Linking to community
HIGH

Capacity to support the new generation of non-academic young learners
HIGH

T r a d i t i o n a l   c l a s s r o o m

Didactic organizing capacity
MEDIUM

Learning to learn capacity
LOW / MEDIUM

Learning motivation
LOW

Collaborative skills
LOW / MEDIUM

Productive, not consuming
LOW

Extensive use of ICT (information and communication)
LOW / MEDIUM

Extensive use of creative media for production
LOW

Linking to community
LOW

Capacity to support the new generation of non-academic young learners
LOW