



# LEARNING ENVIRONMENT

# Components of Learning Environment

- Physical layout
- Available resources
- Classroom management
- Learning activities
- Academic expectations
- Organization of instructions
- Different Learning styles
- Multiple intelligence
- Student special needs
- Community connections

# Guiding Questions

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- What kind of Learning environments do I want to create for my students?
- What role can technology play in the environment?
- What resources do I have to help me create the learning environment?

# An Ideal Learning Environment

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- Ample resources
- Easy access to materials
- Comfortable surroundings

# Teacher's Role

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- Information deliver
- Choreographer
- Questioner
- Assessor
- Troubleshooter
- Backup planner

# Technology Can Be Used for

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- Engaging student to learn
- Conducting Interactive activities
- Facilitating student learning
- Applying appropriate instructional approaches

# Kinds of Technology-Rich Learning Environments

- Immersive vs. nonimmersive
  - Augmented Reality
- Technology Enhanced vs. Technology-Based
  - Virtual Reality-Modeling Language (VRML)
  - Web3D
  - X3D

# Common Classroom Configurations

- **Use of One computer classroom**
  - As the teacher's computer
  - Concept Modeling
  - Whole-class problem solving
  - Introduction of materials
  - Preparation for computer lab work
  - Management of a project
  - Student presentation
  - Learning center



# Common Classroom Configurations

- **Use of Small Computer Cluster**
  - Center work of one or two members
  - Student grouping (diverse learners)
  - Special projects for students
  - Pods of students for easy access

# Common Classroom Configurations

- **Configuration of Small Computer Cluster (3-6 computers)**
  - ▣ Divide the class into half on different activities, students are paired when using the computer
  - ▣ Use the computer as learning centers
  - ▣ Create a set of “pods” around the room

# Common Classroom Configurations

- **Use of Computer Lab**
  - Practice of concepts
  - Individual problem solving
  - Individual research project
  - Writing project

# Common Classroom Configurations

- **Use of Mobile Computer Cart**
  - Practice of concepts
  - Individual problem solving
  - Individual research projects
  - Writing projects
  - Student pairs
  - Collaborative projects

# Terms (13)

- CAD
- Augmented reality
- Handheld computer
- Immersive technologies
- Learning community
- Learning environment
- Meaningful learning
- Metacognition
- Modeling (Instructional)
- Non-immersive technologies
- Technology-based learning environments
- Technology-enhanced learning environments
- Virtual Reality Modeling Language (VRML)
- Web3D