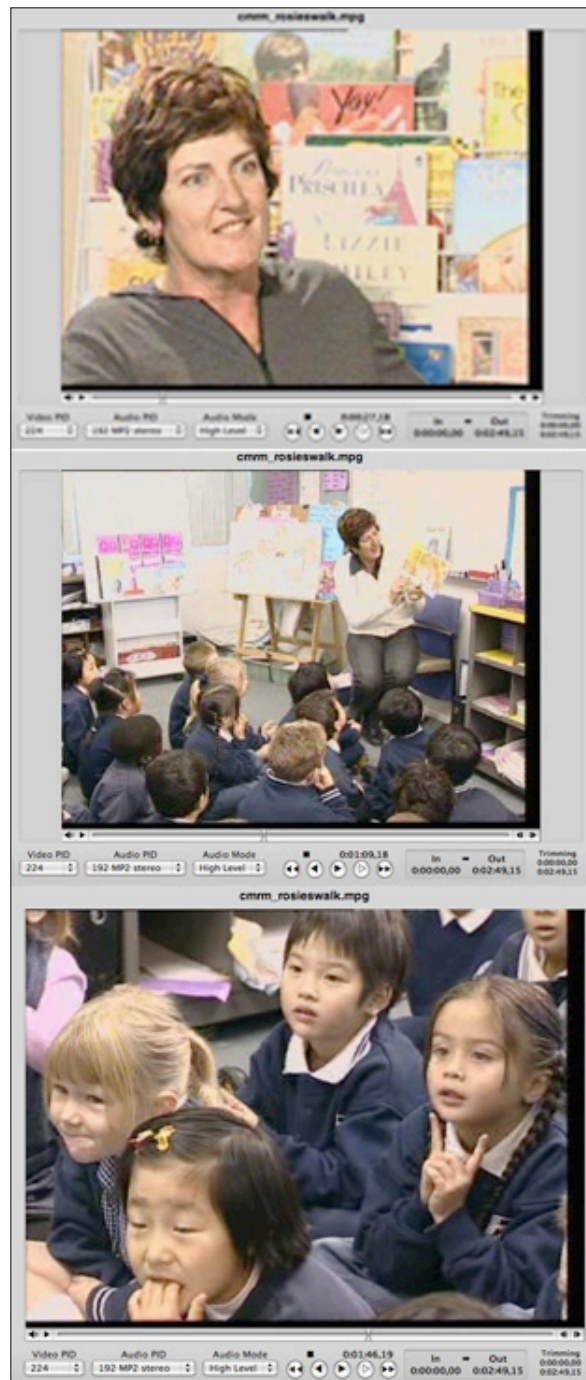


*Looking for and identifying the
Knowledge Processes in practice.*

The video Rosie's Walk



Looking for and identifying *the Knowledge Processes* in practice.

Print one or two of the Learning by Design letter-size placemats (See file called: LbyD Placemat Letter size.pdf).

Then play the short video Rosie's Walk.

Play the video once to familiarize yourself with the action and with what the teacher is saying.

Now play it a second time this time you should be looking for and identifying *the Knowledge Processes* using the placemat you have printed.

You can stop and start or replay sections of the video to allow yourself time to reflect and make notes. As you identify a particular activity as a Knowledge Process think about and note down your responses.

On the following page are a series of reflective prompts to help you consider the teacher's purpose, the implications and consequences for learners and how you think her design could be improved using the knowledge processes.



Reflective prompts

For each activity you have identified consider...

*What Knowledge Process is the teacher using?
What were the clues that suggested this for you?*

What is the teacher trying to achieve with this activity/Knowledge Process? What is her purpose? Why this activity now?

How does she know (or how will she find out) if the activity has achieved her purpose? How will the learners know they have succeeded?

What do you see or predict will be the consequences for her learners?

Choose two of the activities you have identified and consider the impact of leaving them out...

Suggest two new activities based on the Knowledge Processes and explain how and why you would deploy them...

Reflect on the strengths and weaknesses of Rosie's Walk, opportunities for improving the design - post your reflections to your blog.