Knowledge Processes

What? The Knowledge Processes of Learning by Design are the names given to eight different pedagogies - each of these pedagogies has a unique character and focus and is deployed to achieve a specific teaching purpose. The knowledge processes are the engine-room of Learning by Design as they are the pedagogies which scaffold and support the learning.

**Experiencing**
- the known (to situate learning in what learners already know)
- the new (to introduce to, or immerse learners in, new experiences)

**Conceptualising**
- by naming (to learn the names and meaning of key concepts)
- with theory (to understand how these concepts connect to theory)

**Analysing**
- functionally (to understand the purpose of something)
- critically (to understand the consequences/implications of something)

**Applying**
- appropriately (to apply what has been learnt in appropriate ways)
- creatively (to apply what has been learnt in creative ways)

The boundaries between the knowledge processes are not rigid – for example it is difficult to Conceptualise with theory without straying into Analysing functionally. The following diagram depicts the knowledge processes.