Shifting the way we learn
How might we...

Understand and connect to learners needs, goals, habits and contexts
How might we...

Make intentional and purposeful choices about tech and pedagogy (combining “the best of all worlds”)
How might we...

Design and facilitate learning that is relevant, flexible and integrated
How might we...

Upgrade our own OS and toolbox to enable learning in the flow of work & life of our learners
Framework for Hybrid Learning Design
1/4: Foundation

- **Learners**  Who are you designing for?
- **Purpose**  What is the purpose of the experience?
- **Outcomes & Effects**  What are the desired outcomes?
- **Relevance**  Why is this important or necessary for the learners?
- **Assessment**  Where are the learners in relation to the outcomes today?
- **Behaviours**  What are the social, tech, behaviour norms/prefs of learners?
- **Empathy**  What are possible barriers for the learners in this experience?
## 2/4: Principles

|----------------------------------|-------------------------------------|----------------------------------|-----------------------------|

CoLearn Framework For Hybrid Learning Design | colearn.education | hello@colearn.education
3/4: Elements

FROM

PROGRAM/COURSE

TO

BUILDING BLOCKS

COLLABORATION
RESEARCH
REAL-LIFE APPLICATION
INDIVIDUAL REFLECTION
GIVING INFORMATION
COACHING
ASSESSMENT
CONSUMING CONTENT
GROUP REFLECTION
EXPERIMENTATION/SOLVING PROBLEMS
COMMUNICATION/PRESENTATION
4/4: Journey

SETUP
A purposeful and safe learning space

APPLYING
Active experimentation, doing, feedback

GENERATING
Design of solutions, plans, prototypes

EXPLORATION
Experiences that challenge and open up

INSIGHT
Useful ideas, discoveries, conclusions