

## A DLM as a dynamic learning environment

A common concept in DLMs is the idea of creating a virtual learning environment based on user-generated content and connections. Such an environment can be focused for students, school teachers or municipal education authorities.

You are designing dynamic and active databases, that:

- will offer a basic structure for further development
- will continually be developed, applied and co-authored with students or/and with teachers
- support different teachers in all curriculum subjects; teachers can apply to it in order to structure and plan their lessons and learning experiences according to their special interests
- support all the users in documenting and sharing their activities, and creating a social network and learning environment.

This approach is very similar to the 'Learning by Design pedagogy'-theory presented in <http://newlearningonline.com/learning-by-design/pedagogy/>, where “the teacher becomes a reflective designer of learning experiences, and classroom plans become shareable ‘designs-for-learning’. A Knowledge Process is an activity type, which represents a distinct way of making knowledge and of learning.”

Go and visit the New learning transformational designs for pedagogy and assessment site: <http://newlearningonline.com/learning-by-design/pedagogy/>

See also their understanding of the Knowledge Processes. How could this be applied to your DLM?

<http://newlearningonline.com/learning-by-design/the-knowledge-processes/>

Multiliteracies project 'The Teacher as Designer Project, Australia' is based on Learning by Design pedagogy. You will find teacher designs developed in the project at <http://mact.cgpublisher.com/>