

THE ABC LEARNING DESIGN FRAMEWORK

Six types of activities and a model of pedagogical progression

01 ACQUISITION

All activities designed for the presentation of learning materials, including text, images, videos, podcasts, and more.



02 PRACTICE - EXERCISE

Any activity that enables you to practice, such as exercises, quizzes, honing a professional skill, calculations, and so forth.



03 RESEARCH

Pursue pertinent information that enhances the existing data.



04 DISCUSSION

The capacity to engage in debate, share perspectives, achieve consensus, or arrive at a collective decision.



05 COLLABORATION

The capacity to disseminate information, documents, links, feedback, and to collaboratively generate new Knowledge (collective intelligence)



06 PRODUCTION

The creation of new content by learners: presentation, infographic, video, podcast, etc.



07 THE EDUCATIONAL ADVANCEMENT: THE GILLY SALMON FRAMEWORK

Begin with fundamental concepts and readily accessible applications, gradually advancing to intricate reasoning and introspection regarding one's learning strategies.

