Instructional Bricolage

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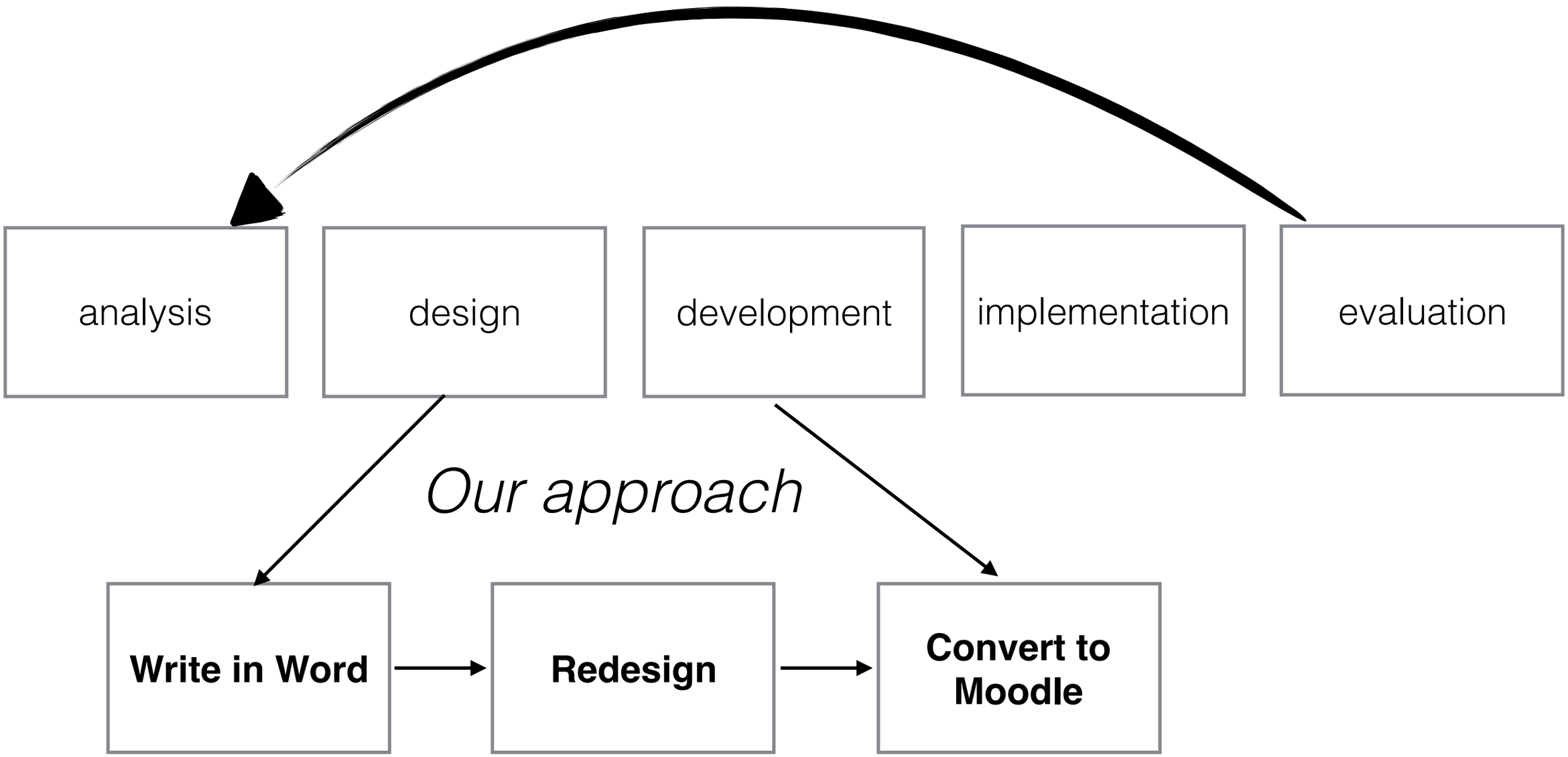
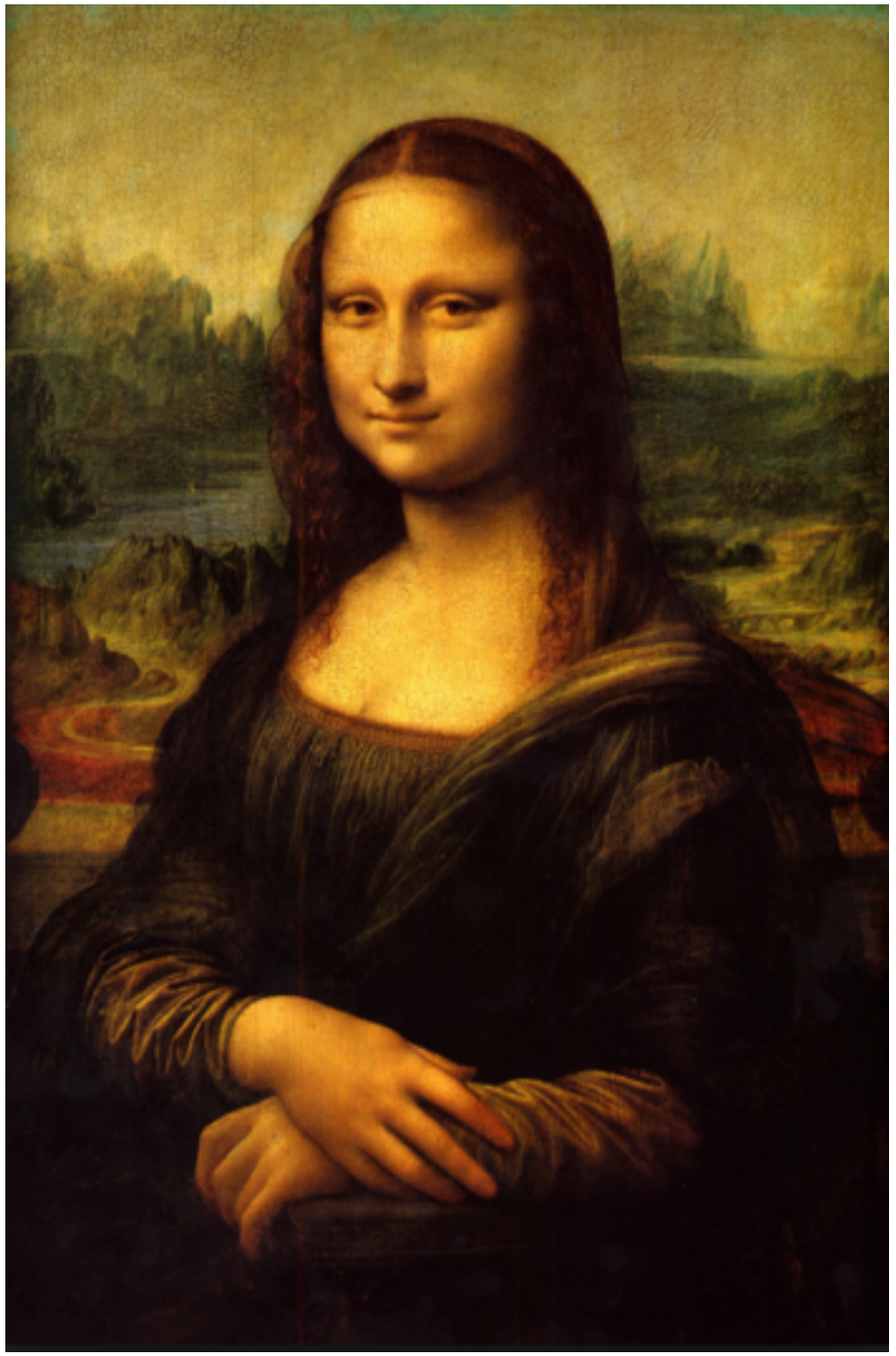
Traditional instructional design



Why would you write a painting?

Well…

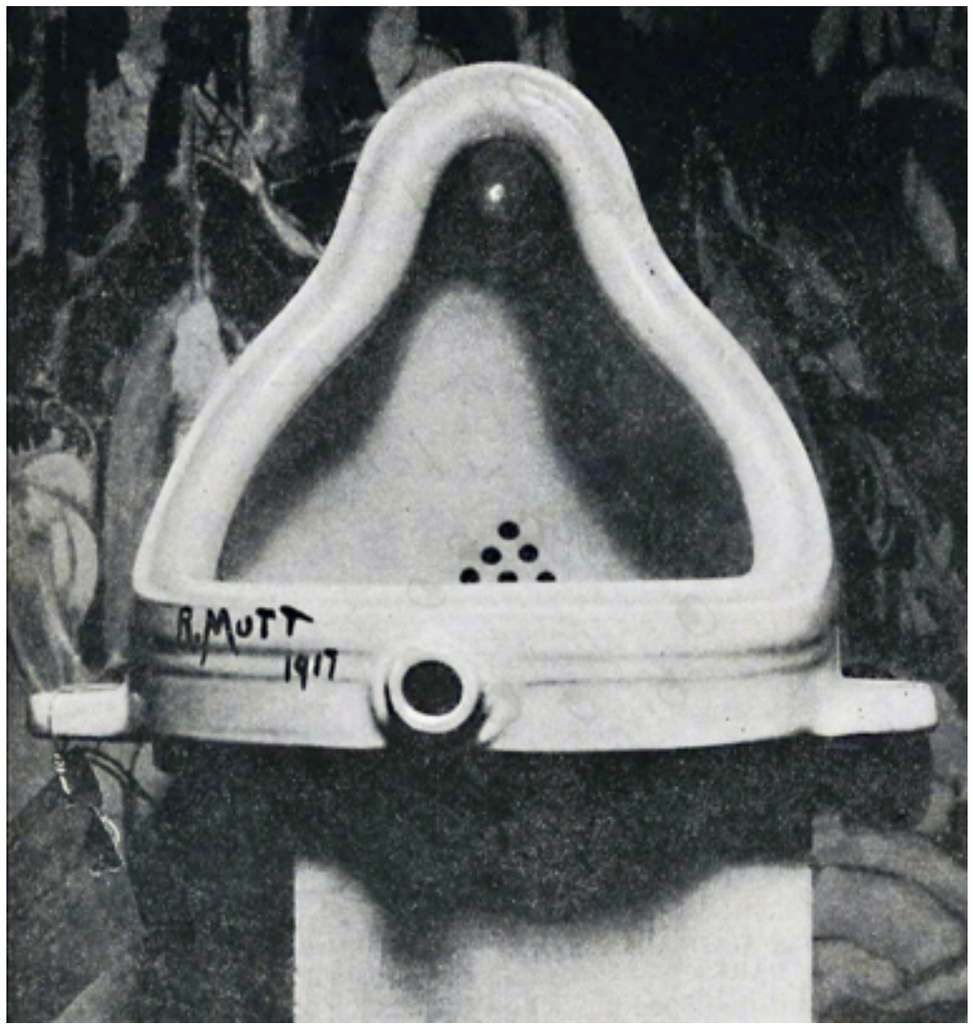
My Version



Leonardo’s version

More like collage…

Or sometimes

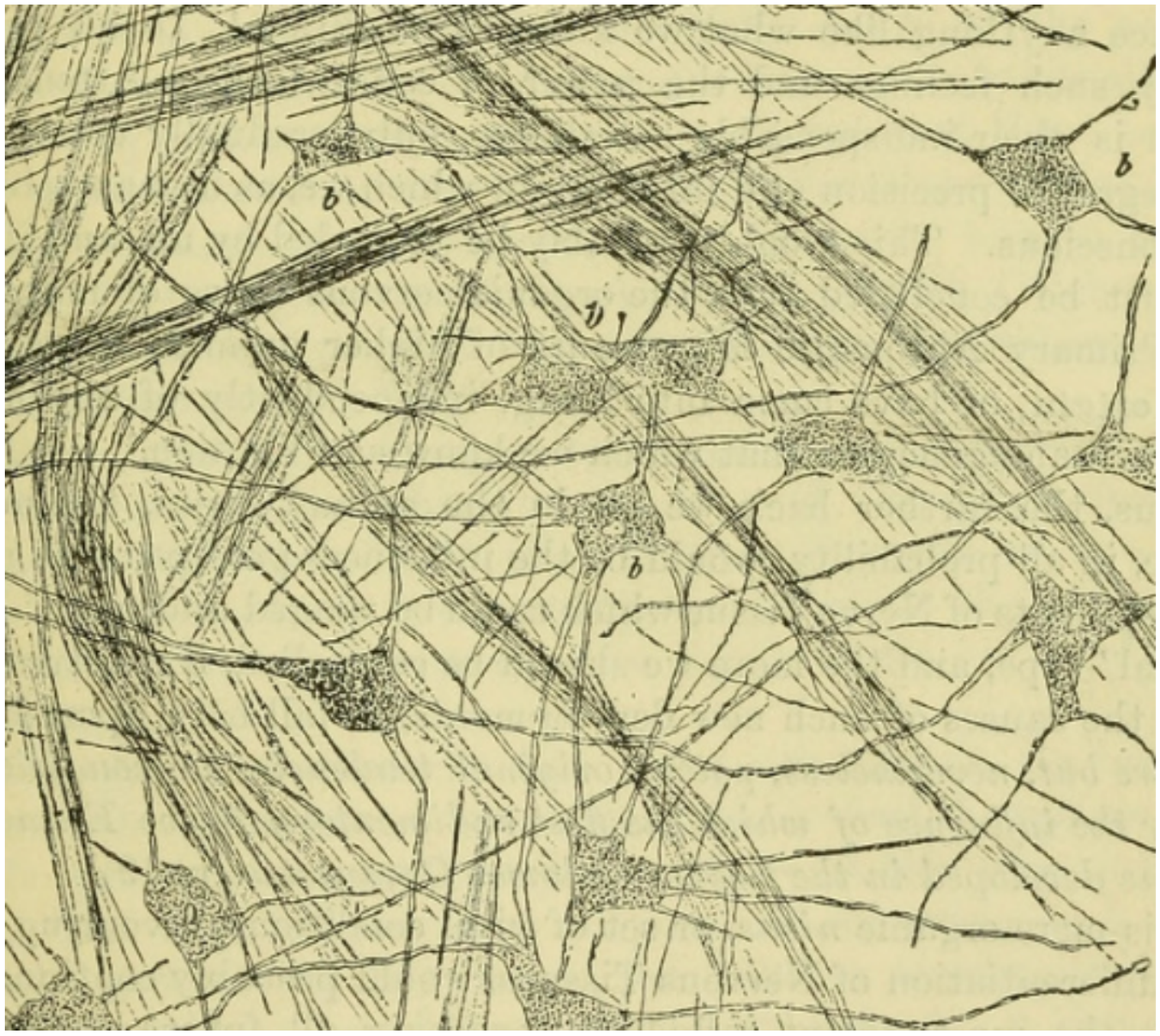


Planned outcomes

How many teachers are there in this picture?

How many teachers are there in this picture?

Learning is about much more than what we intentionally design

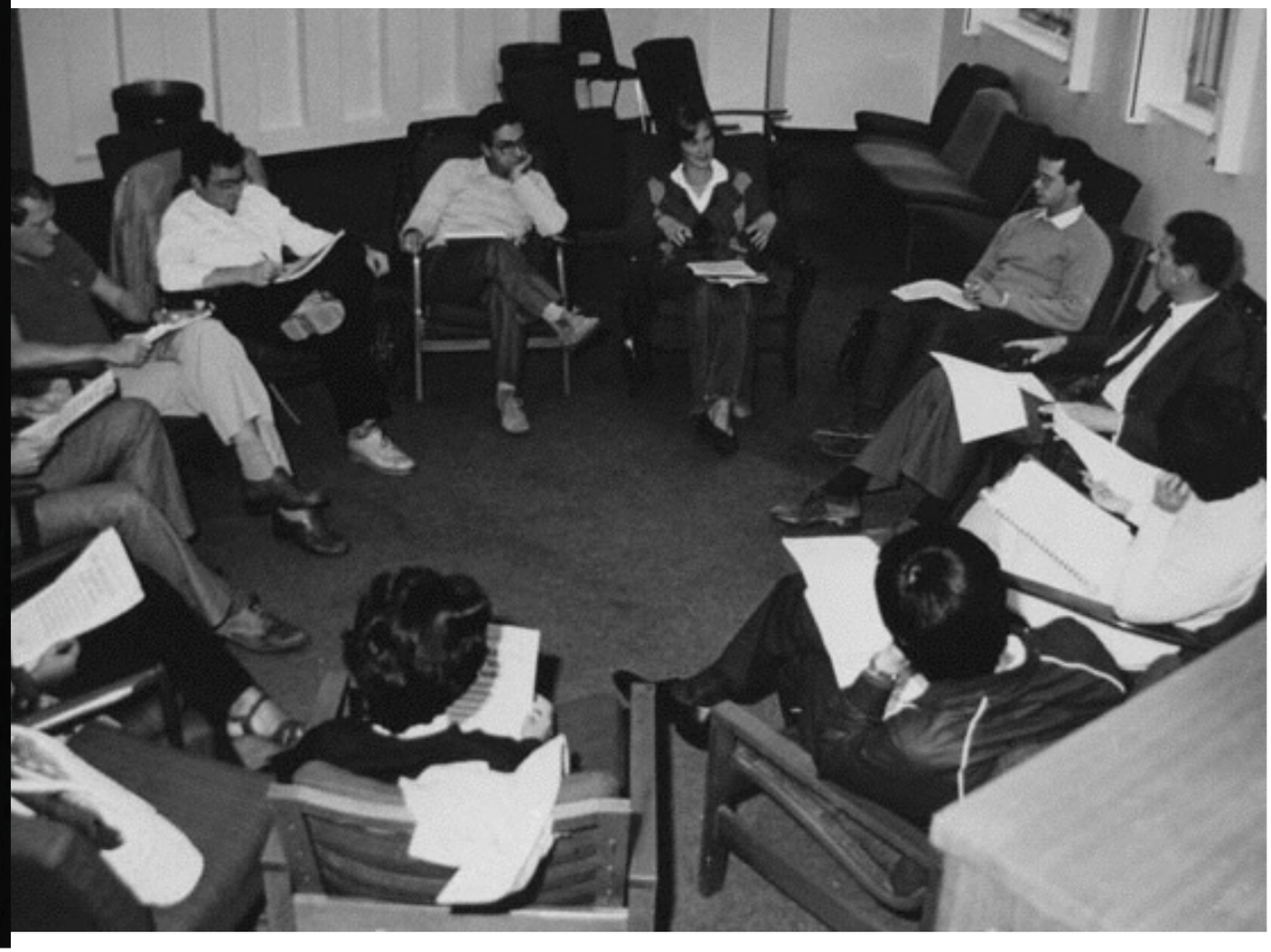


Traditional formal education is about...

the stuff we are taught

the learning community

people we learn with and from



a culture of learning

exposure to ideas

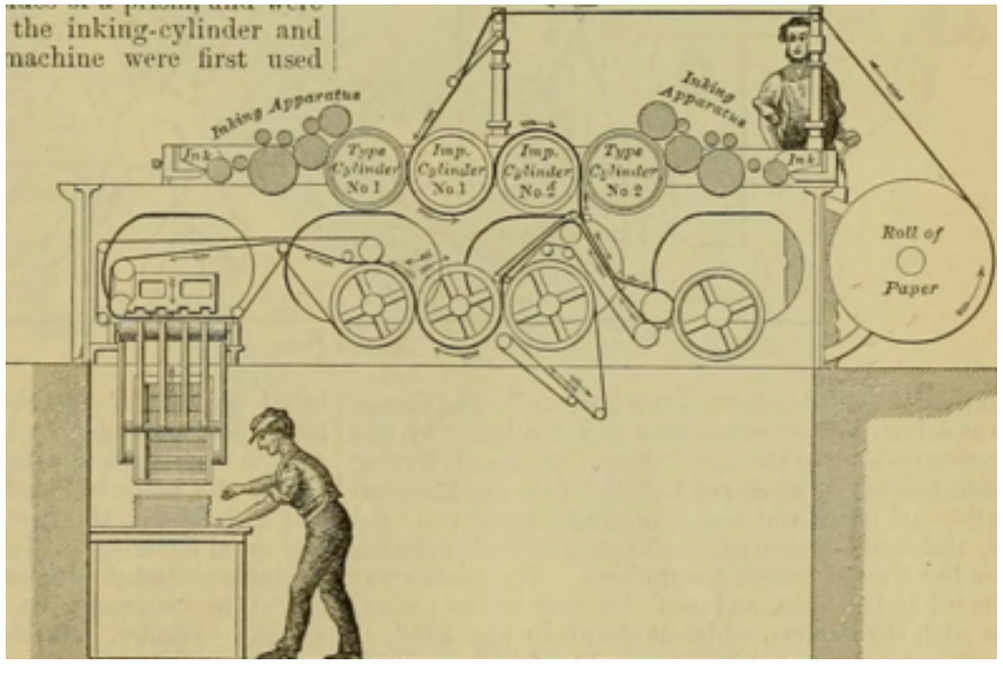
challenging beliefs

building relationships and connections

being
inspired

Open, social ,unpredictable, emergent

Another way of thinking about designing



Engineering vs bricolage

technology

"the orchestration of phenomena for some use"

(W. Brian Arthur)

pedagogies are technologies

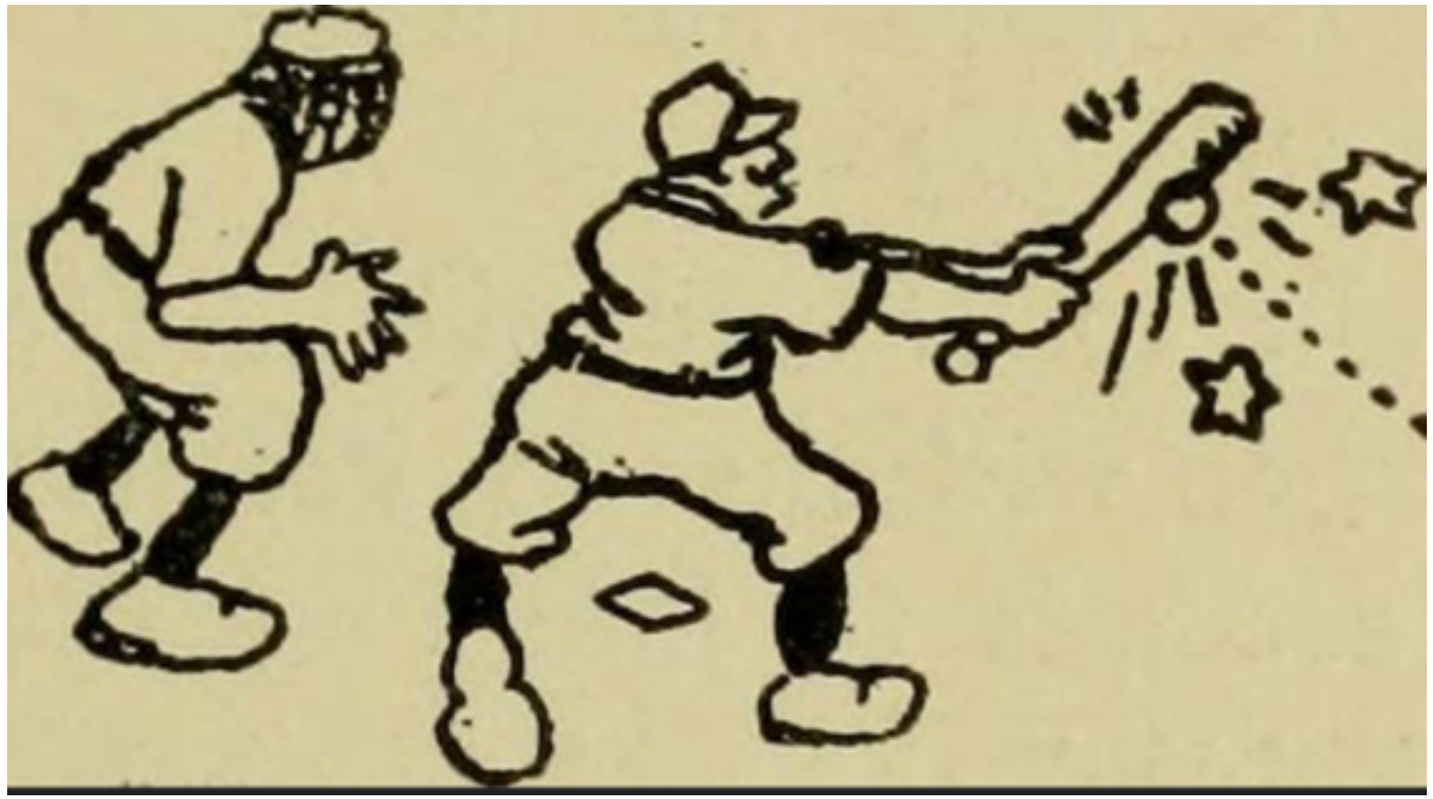
learning technologies

where pedagogy is part of the orchestrated assembly

Surfing the adjacent possible

Great exaptations

Reactive design



Ten general principles

1. Do not design - just build

http://commons.wikimedia.org/wiki/File:Lego_Color_Bricks.jpg

2. Start with pieces that are fully formed and useful

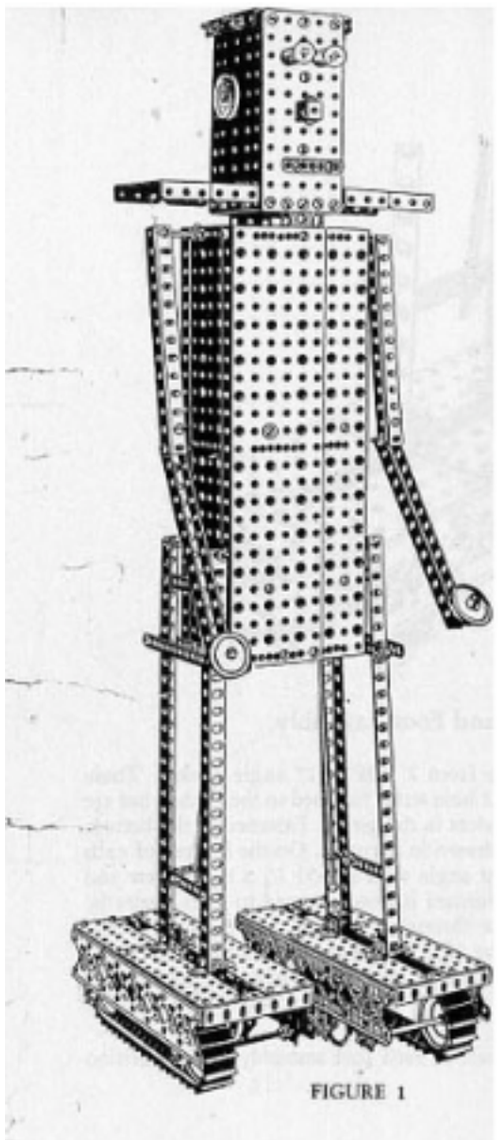


FIGURE 1

Models Built with No. 12-1/2 Erector

The Set that Builds the Mysterious Walking Robot

Instructions for Building
The Mysterious Walking Robot Model

For many years, scientists all over the world have tried to build a robot or walking man. Now with your 12½ Erector set or by purchasing enough additional parts to your smaller set, you can build a walking man.

Before starting to build the model you should become familiar with the various Erector parts and methods of assembly. The numbers (CH, AA, C, B, A, etc.,) referred to in this description and on the diagrams are called trade numbers. Trade numbers and pictures of the parts can be found in the index of your Erector manual.

Figure 1 shows the front view of the completed model. Figure 2 shows the rear view of the model. Study these, as well as all the other views very carefully.

As in all construction and model building it is best to start with small assemblies and build up to the final, completed model.

The first sub-assembly to build is shown in Figure 3.

THE A. C. GILBERT CO., NEW HAVEN, CONN., U.S.A.

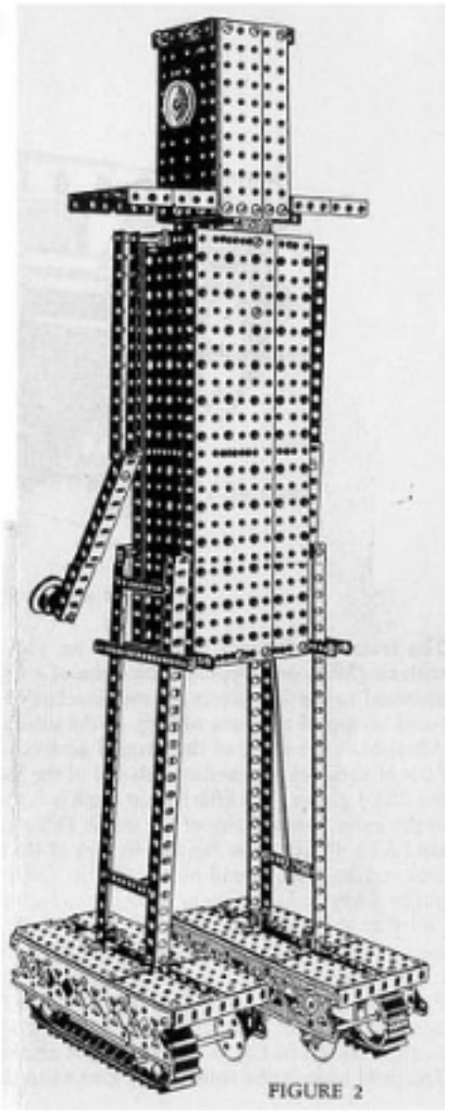
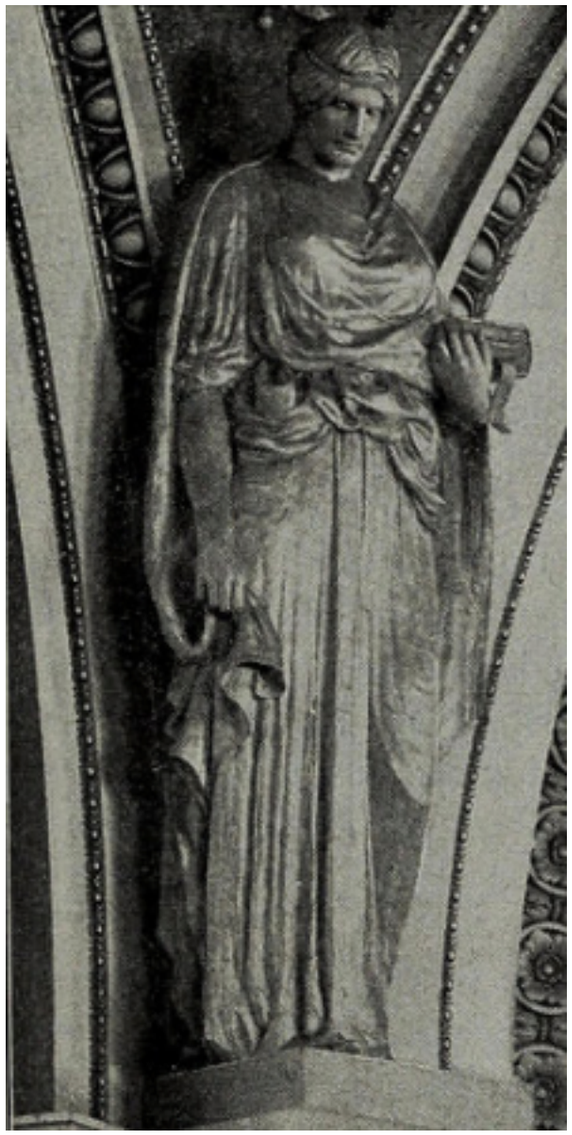


FIGURE 2

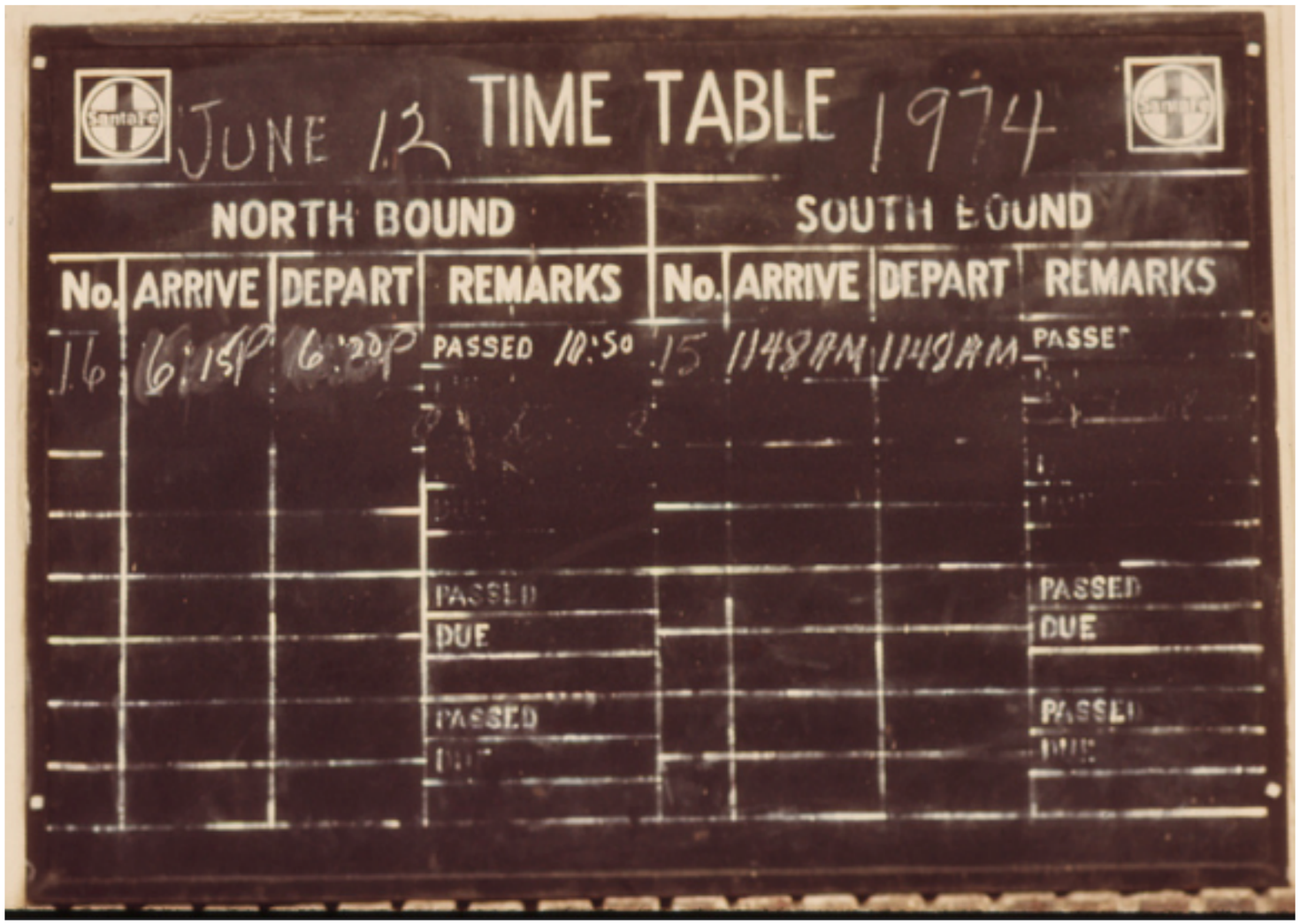
3. Surround yourself with quantity and diversity in tools, materials, methods, and perspectives

4. Dabble hard - gain skills, but be suspicious of expertise

5. Look for exaptations and surf the adjacent possible



6. Avoid schedules and goals, but make time and space for tinkering, and include time for daydreaming



7. Do not fear dismantling and starting afresh

8. Beware of teams, but cultivate networks: seek people, not processes

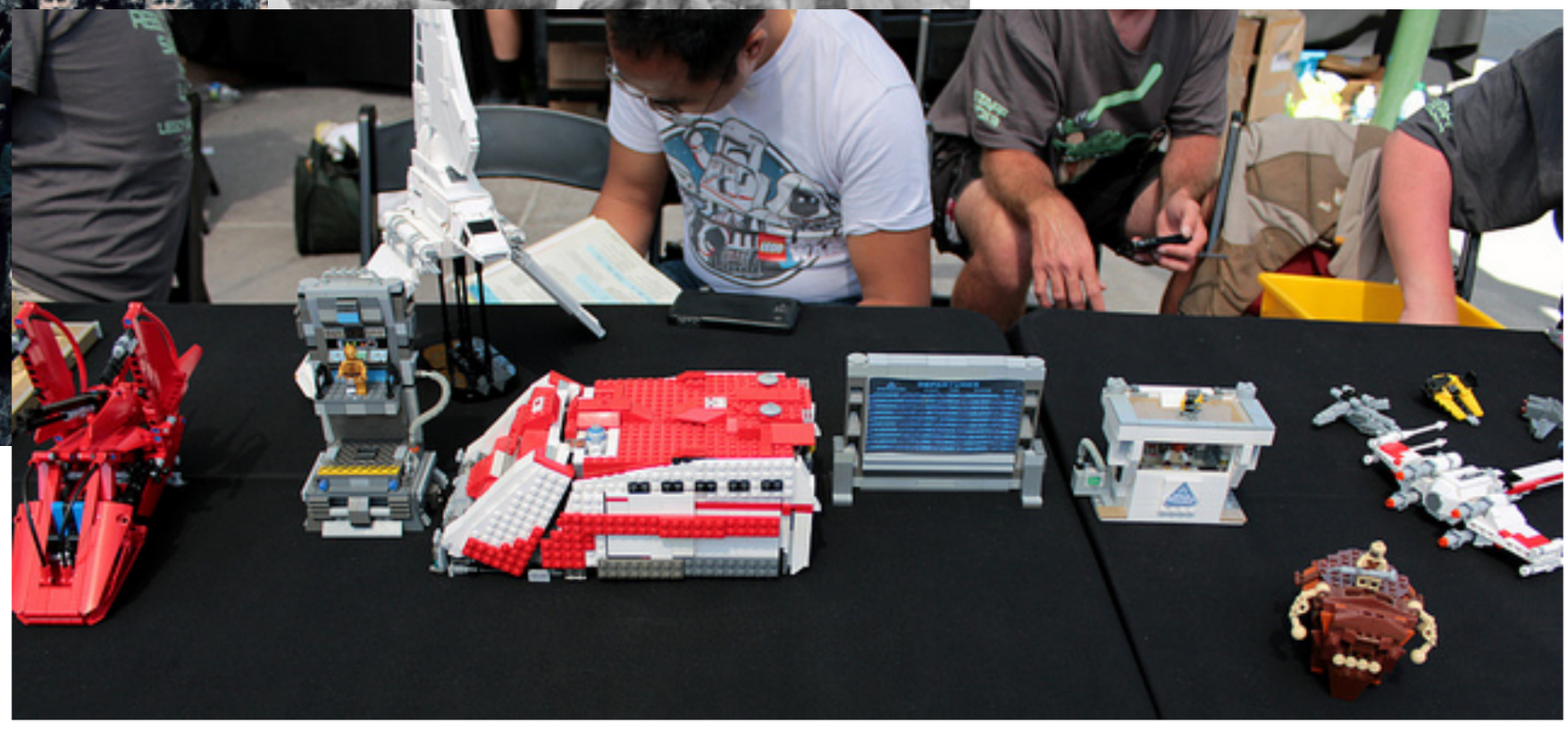


Photo by Ayleen Gaspar https://creativecommons.org/licenses/by/2.0/

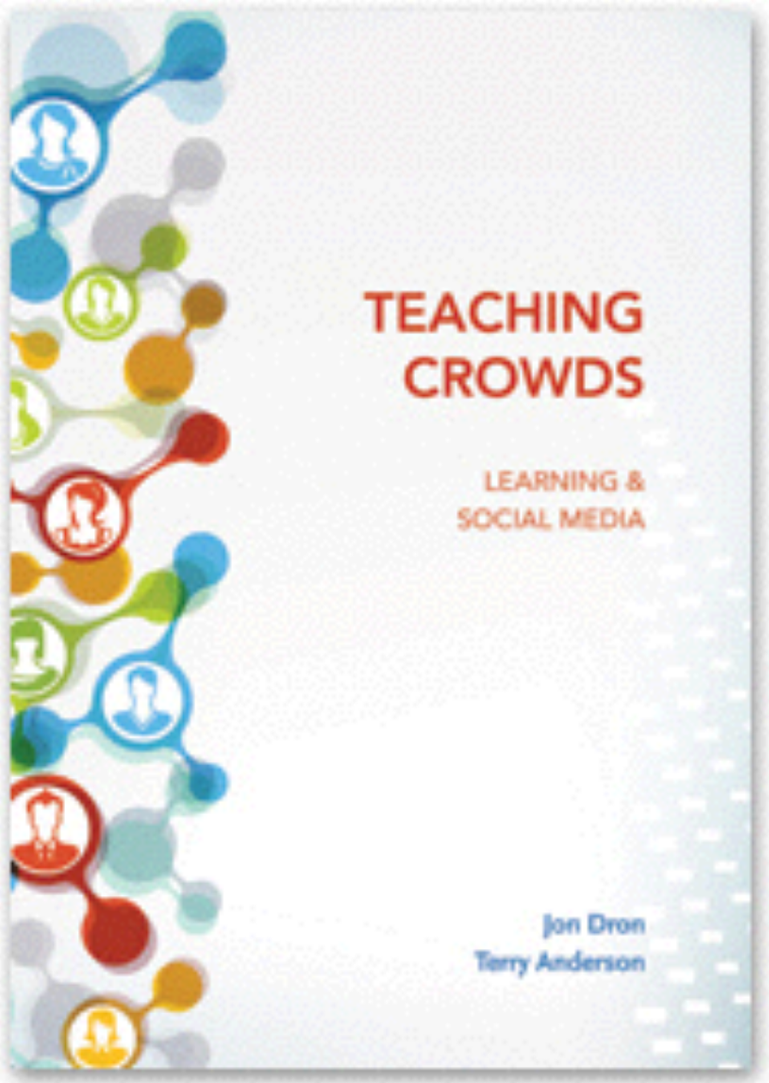
9. Talk with your creations and listen to what they have to say

10. Reflect, and tell stories about your reflections, especially to others

Not for all

But maybe for some


soft is hard
hard is easy
control
creativity
diversity
flexibility
resilience
precision
replicability
accuracy
speed
ease of use



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