### Learner-Centered Principles

**Active:** Active learning involves real world problems through which learners practice and receive reinforcement for their efforts by peers and experts.

- Learners can work together to address real-world problems which may require data collection and analysis
- Learners can interact with people and information from outside the classroom
- Learners can debate, research, inquire, and solve problems
- Learners can engage in simulation, virtual field trips, role playing
- Learners can work on group projects
- Learners can contribute to discussion, before, during, and after the class (either online or face-to-face)

**Social:** Learning that is social requires feedback and interaction among participants.

- Learners can get to know each other and engage in dialogue
- Learners can interact in a variety of ways such as collaborative or cooperative learning
- Results of group and paired discussions can be collected, synthesized, and offered to all learners for reaction and feedback
- Learners can present work publicly, teach others, give peer feedback/support
- Alternatives are provided for the sharing of ideas and experiences by less active or less verbal learners

**Contextual:** The learning design takes into consideration the learner’s context of practice, ways of learning, as well as experience in the world.

- Learners can make choices about content covered
- Pre- and post-class readings and resources are provided
- Activities provide the opportunity for learners to apply the material and ideas to their own context
- Opportunity is provided for sharing reflections on the class (may be done through asynchronous discussions later)

**Engaged:** Learning is individualized, considers the learner’s preferences and styles and offers multiple learning paths, multiple representations of content, multiple strategies, and multiple options for engagement and motivation.

- Multiple modes—auditory, visual, graphic, and textual—are used to convey information
- Learners are given choices about how they complete activities
- Explicit outcomes are given; the purpose of each activity is also made explicit, and clear instructions are provided for carrying out each activity

**Personalized:** Learners have a degree of self-control that gives the learner ownership, allowing them to make decisions, think independently, and reflect.

- Learning materials (including learning objects) can be used to illustrate, demonstrate, simulate
- Participants have an opportunity to share insights and express what has changed about their understanding or thinking as a consequence of the class
- Learners identify topics, problems, cases, and make informed judgments