Schools as Smart & Connected Communities: Stakeholders

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LIFELONG AND LIFEWIDE LEARNING

16 WAKING HOURS

0-5 K | GR 1-12 | UG GRAD | WORK | RETIREMENT

- Formal Learning Environments
- Informal Learning Environments
Stakeholders in the S&CC conversation should cut across the learning ecologies of learners’ lives...

...and our work can strive to create innovative partnerships between these entities
Two examples:

- Badges for College Credit
- Robotics for family learning
Digital Badges for College Credit: Motivating Learning in Informal Science Programs Through Digital Badges

Stakeholders: informal science education institutions (multiple), college faculty (disciplinary experts), learning scientists

Purpose: translate learning in informal spaces into college credit; recognize learning in diversity of spaces
Robotics for family learning

- Design for multigenerational learning in local communities

- Stakeholders: informal science institutions, libraries, community center, university, practicing engineers, families

- Purpose:
  - leverage expertise from each stakeholder &
  - design learning environments for families…
  - where they learn, in their own languages, leveraging their cultural & linguistic resources