Resources:


Find out more at
bit.ly/AcademyLearningArchitecture

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Choreography

For dancers, choreography is the sequence of steps that goes with the music. For learning designers, the choreography of your programme is the way learners go into and engage with activities, and the way they move from one to the other. It’s about the flow through the programme from start to finish, considers your learners’ energy and emotions over the duration of the programme.

Each interaction with your programme has the potential to affect learners’ experience, either positively or negatively. This begins the very first moment they hear about the learning programme, and continues through signing up, being introduced to the community, interacting with the first formal content, having opportunities to offer views and opinions, taking part in the learning community, writing co-created stories, taking (and passing) assessments, right through to being supported in their performance, when applying their learning in their everyday reality.

Case Study: The Social Age Safari

Description:
What was the challenge? / What happened?
The Social Age Safari is a co-creative conference designed using Scaffolded Social Learning principles. It is a highly choreographed event taking place over 2.5 days, where people from many different backgrounds and experiences come together to explore and understand the meaning of ‘social’ and how it can apply in their contexts.

Solution:
How did we approach it? / What did we do?
One of the key tools that helps the Safari to be a success is the Running Order, a living document shared by all members of the team that shows who is doing what, when. Read across from left to right, this document provides the roles and actions in detail for each member of the delivery team, from grandest to most obscure.

Conclusion:
How did it work? / What are lessons learned? How does it relate to broader context?
The event provides opportunities to listen to stories from others, to make sense of the stories learned and what lessons can be learned from them. It also offers many examples of co-creation, experimentation, ways of working and thinking that are outside the experience of many of the people attending. The intention of the Social Age Safari is to interrupt or disrupt people’s accepted way of perceiving the world, exposing them to different ways of being that are highly networked and social, that rely on and exist thanks to purpose driven communities.

In such a conference, each person has a highly personal experience. Taking the time to reflect, to process the information and ‘connect the dots’ is an important part of the learning process.