

# Planning

Section 6 Spaces and Permission



Find out more at  
[bit.ly/AcademyLearningArchitecture](https://bit.ly/AcademyLearningArchitecture)

# Planning

## Learning Technology Overview

Identify the technology that you will use to support your scaffolding, depending on your overall goal.

Technology	Cost	Interaction possible	Conversation	Co-creation	Storytelling	Infrastructure	Assessment	Performance Support
Yammer		Mobile App	X		X			
WhatsApp		App	X		X			X
Facebook	Free	Mobile App	X		X	X		
Slack	Free	Mobile App	X	X	X			X
Kaya	Free	Mobile App	X	X	X	X	X	X
Wordpress		Mobile App		X	X		X	
Twitter	Free	Online	X		X		X	X
Instagram	Free	Online	X		X		X	X
Snapchat	Free	Online	X		X		X	X
Tumblr	Free	Online	X		X		X	X
LinkedIn	Free	Online	X	X	X	X		
Storify	Free	Online		X	X			
Issuu	Free	Online			X		X	X
Survey Monkey	Free	Online		X			X	
Office 365	Paid	Online			X	X		X
YouTube	Free	Online			X		X	X
Google suite	Free	Online	X	X			X	X
Trello	Free			X		X		X
Blackboard	Paid			X				
Tricider	Free			X				
Evernote	Free			X	X			X
BaseCamp	Free		X			X		
Office 365, iCloud	Paid			X				
Anders Pink	Free	Online			X			X
Dropbox								
Job Aids		Online & Offline		X	X		X	X



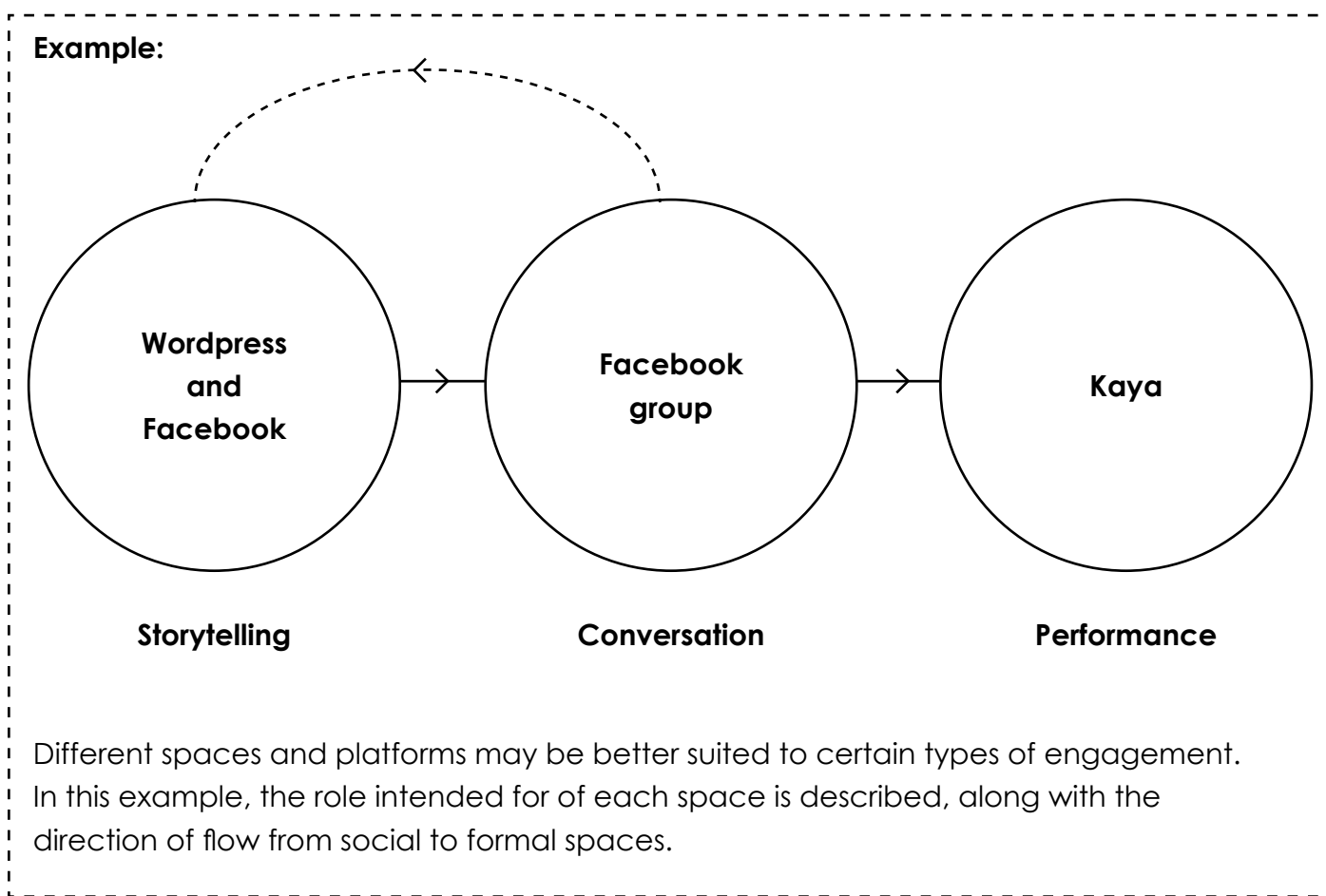
Vote for and share the technology that supports your social learning.

## Learning Technology Map

The Academy provides an online space for delivering Social Learning opportunities with Kaya. This platform has multiple functions that allows learners to engage in co-creation and collaboration, sensemaking and feedback. You might choose Kaya to be part of your learning technology ecosystem.

Will you use other types of technology in the learning opportunity you design?

What are they, do they fit your learner's context?



Create the Learning Technology map that learners will access during the learning opportunity you design.

### HINT



The more technology you choose, the higher the likelihood that learners will be unfamiliar with at least one of them. Choose based on your target audience. For a softer learning curve, choose fewer types of technology and make sure the majority of them are already familiar to your learners.

## Permission Worksheet

Consider the different spaces provided by technology. What is the permanence, consequence, level of democratisation and ownership in of each space?

- What will be considered normal or fair in the Learning Community?
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- Roles & positions of power: How will the people in different community roles be introduced? How will they interact with learners?
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- How will you position the community? Eg: is it for discussion? Performance? Support?
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- What are the different spaces the community will access and what are they used for?
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- How invested in or reliant will learners be? Eg: Learners who work in isolation may be more invested because the Community is a rare opportunity to exchange with peers.
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- Recognition: how will positive action be rewarded?
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- How will the Community be moderated?
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- Will there be rules for the Community? How will they be decided?
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- How might the consequences of participation affect learners' everyday reality? Eg: If a learner is enrolled in the same learning opportunity as a supervisor, competitor or community leader.
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