



Creating Effective Learning Spaces for Cognitive Development

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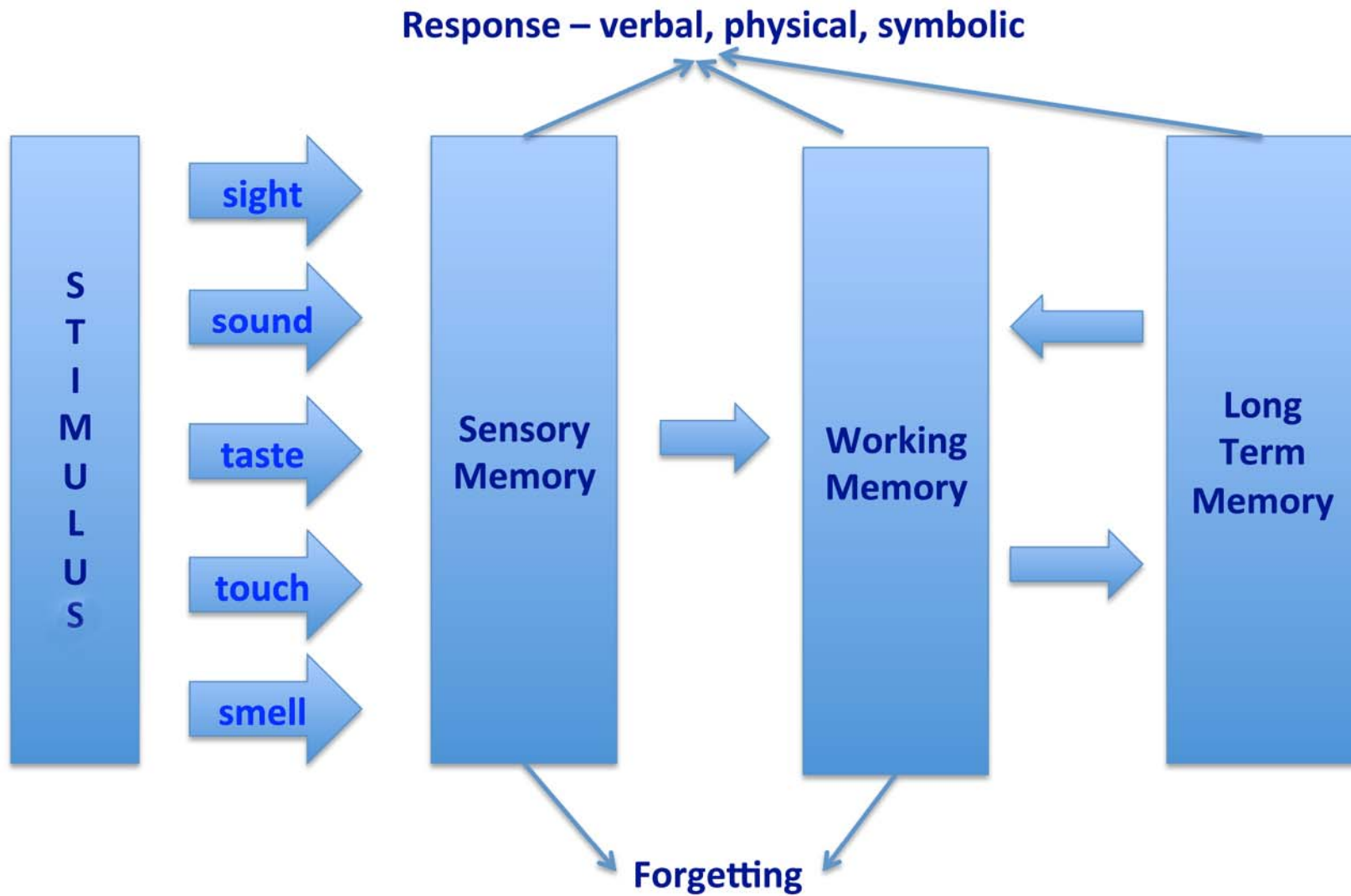
Question 1

- How many children did you see?

Question 2

- **What type of activities were the children engaged in?**

How individuals process information and learn



What must happen to *REMEMBER*?

- Attention to stimuli
- Action on stimuli
- Practice
- Application of information
- Retrieval

Understanding of Cognitive Activity

- Divergent thinking
- Creative thinking
- Recognizing parts and wholes
- Solving problems such as creating balance or stability
- Application of learning from one setting to another
- Making choices
- Process oriented activities
- Activities encouraging emergent skills

Understanding of Cognitive Activity



Cycle of Change (Adapted from Senge et al 1999, page 46)



Enthusiasm, Willingness, Commitment – Identify something already done well!



Build on what has been done well

- If we wanted to integrate greater cognitive activity into this activity, what changes might we make?

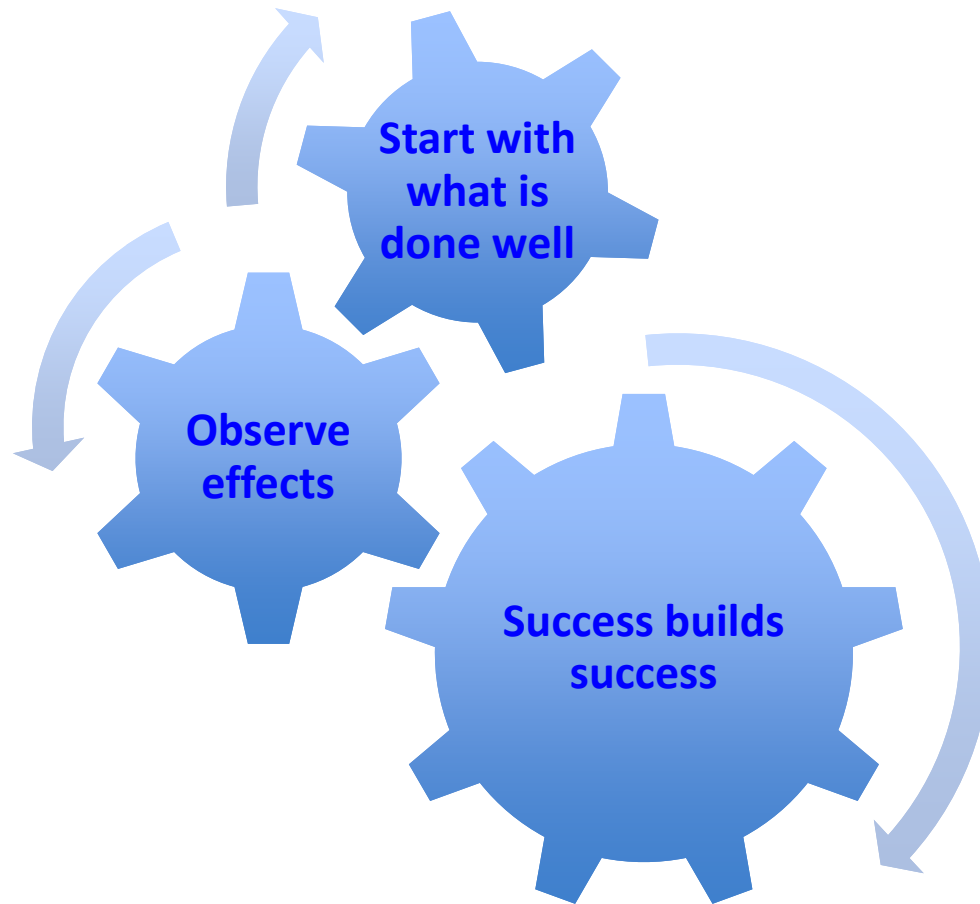


Personal Investment

Common questions asked by staff include:

- What's in it for me?
- Why change, it's already working.
- How much extra time will it take?
- How will this improve my teaching?
- What materials do we need and can we get them?
- What is the benefit to children?

Motivation to Change



Personal Result – measure change

- Photographs
- Documentations of children's activities
- Documentation of children's learning
- Emergent activities
- Before and after
- Personal portfolios
- Personal evaluations
- Reflective discussions
- Personal choices

Area set up by Adults – After 10 minutes of play



Children set up, maintained over a week



Acknowledge and Share Success

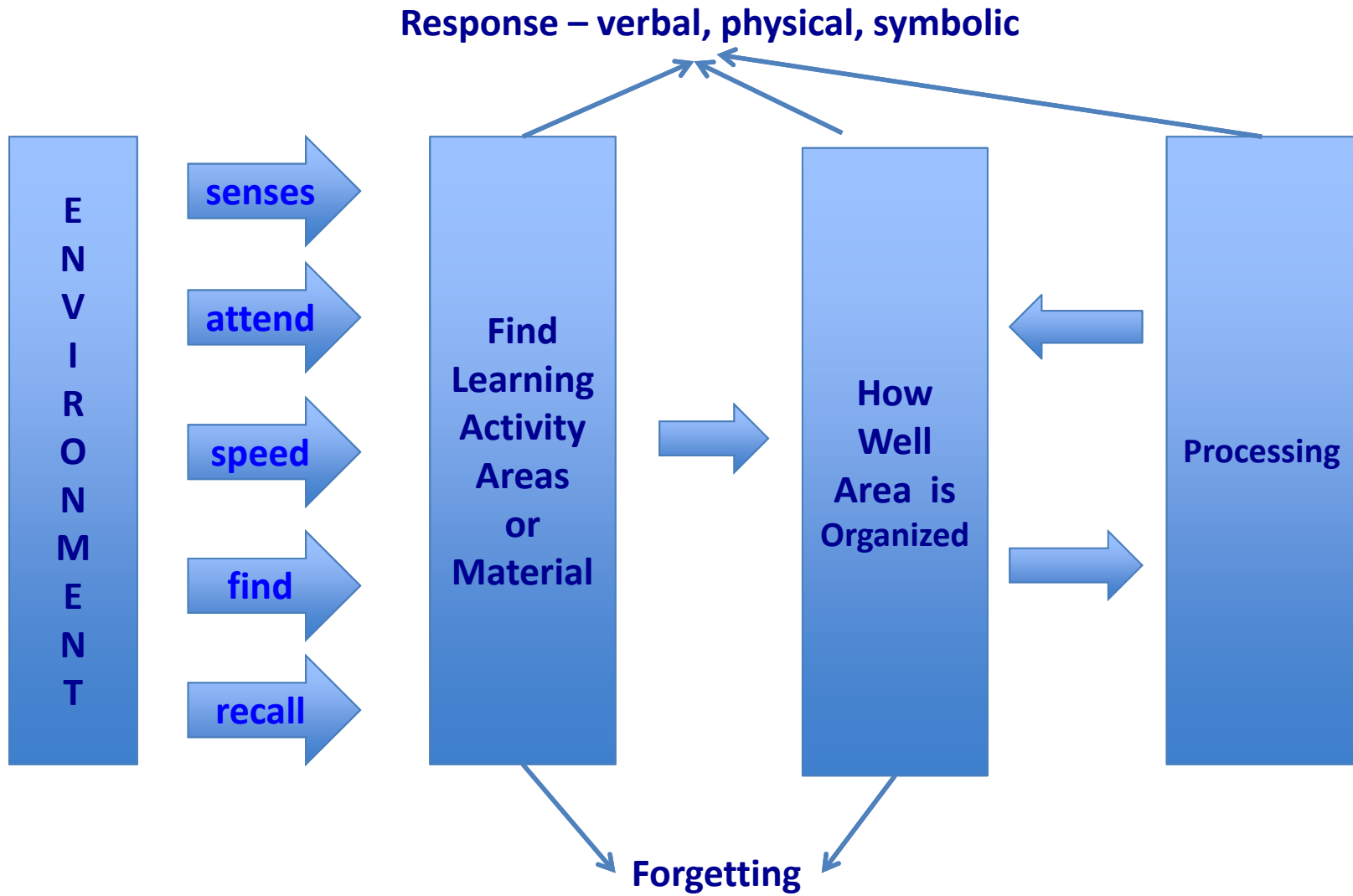
- **Staff share success**
 - **Bulletin board**
 - **Success book**
 - **Meetings**
 - **Documentation panels**
 - **Sharing sessions**
- **Can you think of any other strategies to use?**







Thinking and Learning and the Environment



Core Cognitive Activities as set by Organization of Environment

Labelling



Core Cognitive Activities as set by Organization of Environment

Logical



Providing Choices



Problem Solving



Familiar Settings and Realistic Materials



Familiar Settings and Realistic Materials



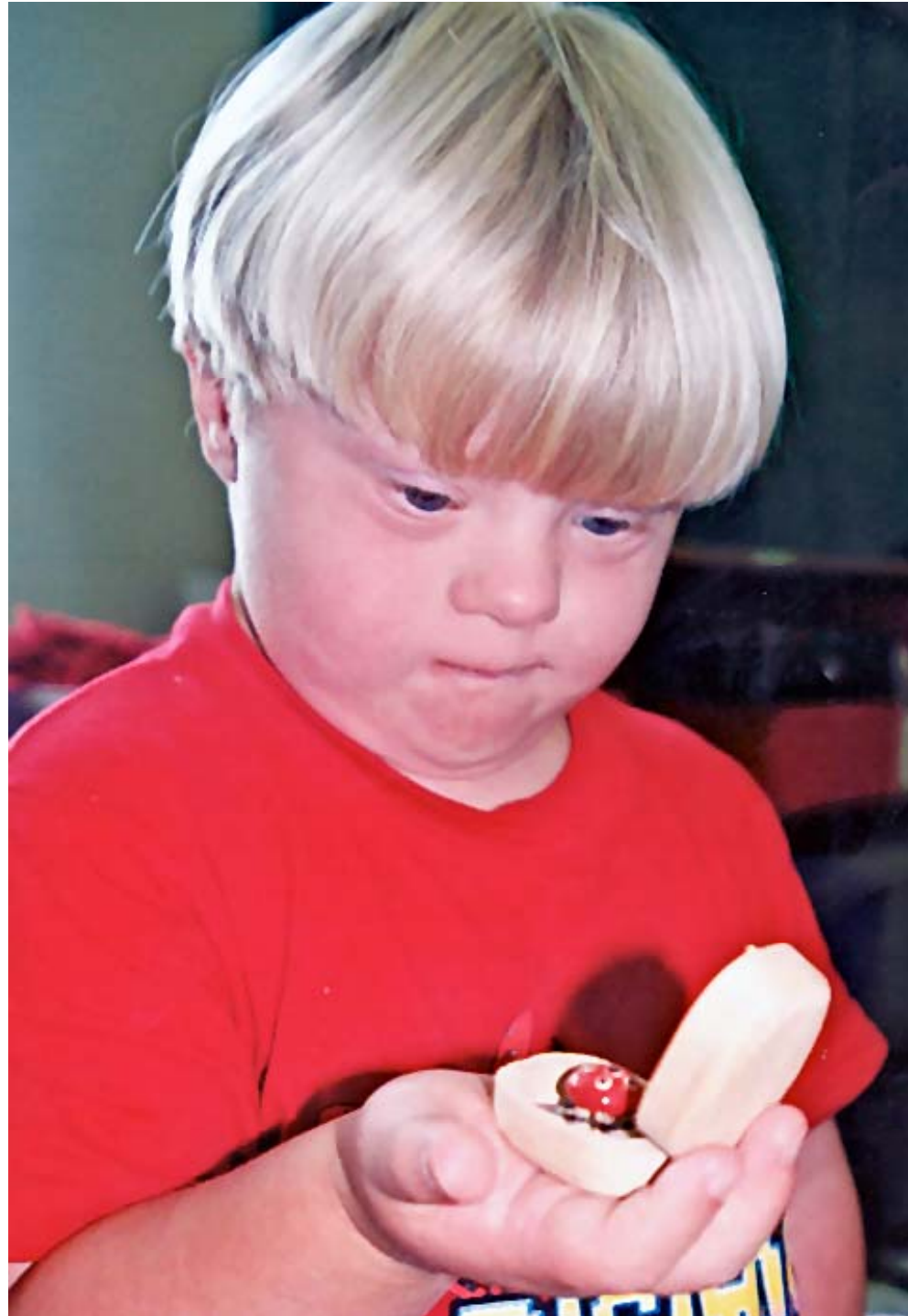
Process Oriented



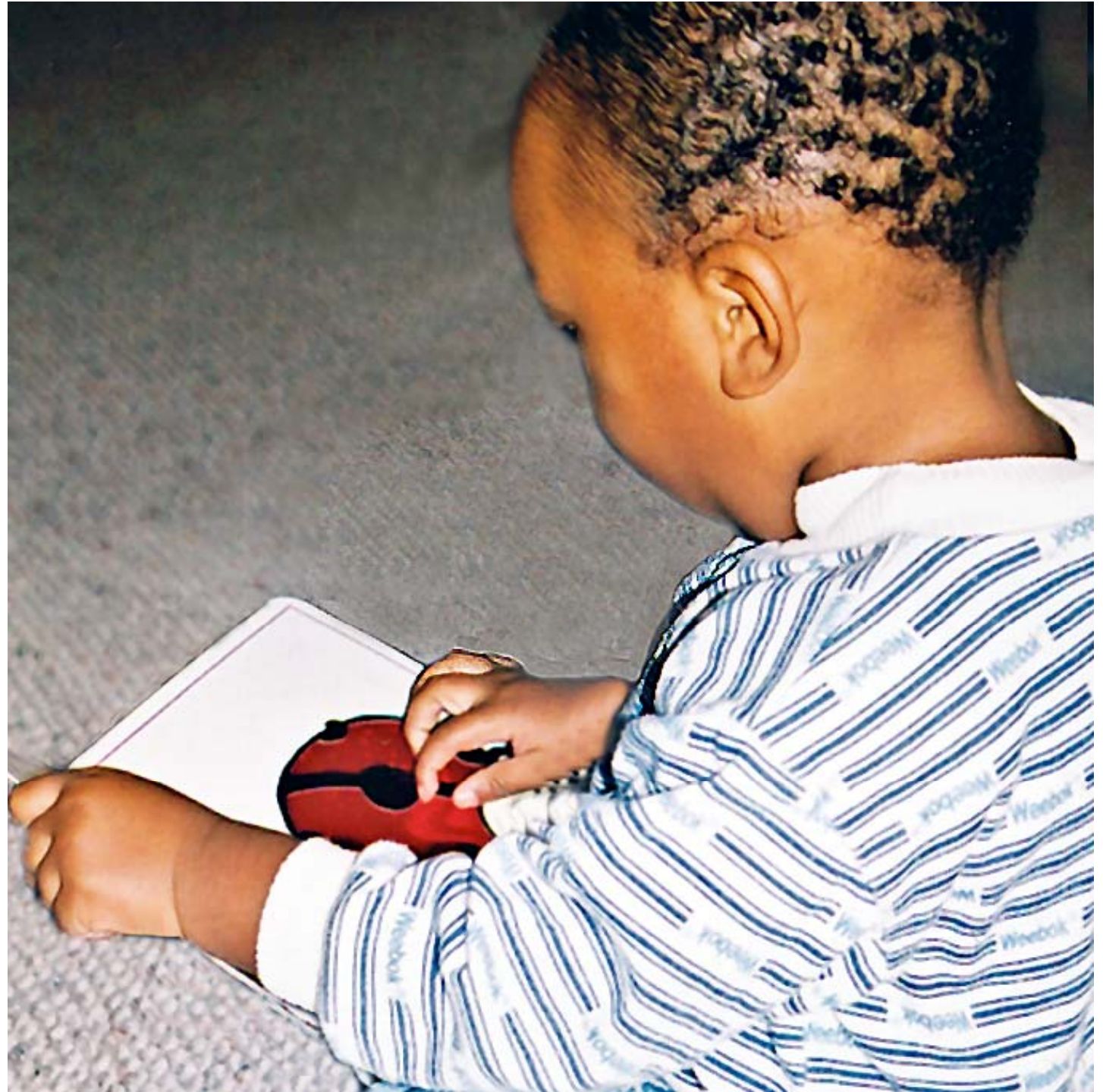
**Problem-
Solving
Skills**



**Evoke
Curiosity**



**Evoke
Curiosity**





Transfer Skills



Mobility of Materials





**Proximity of
Learning
Areas**

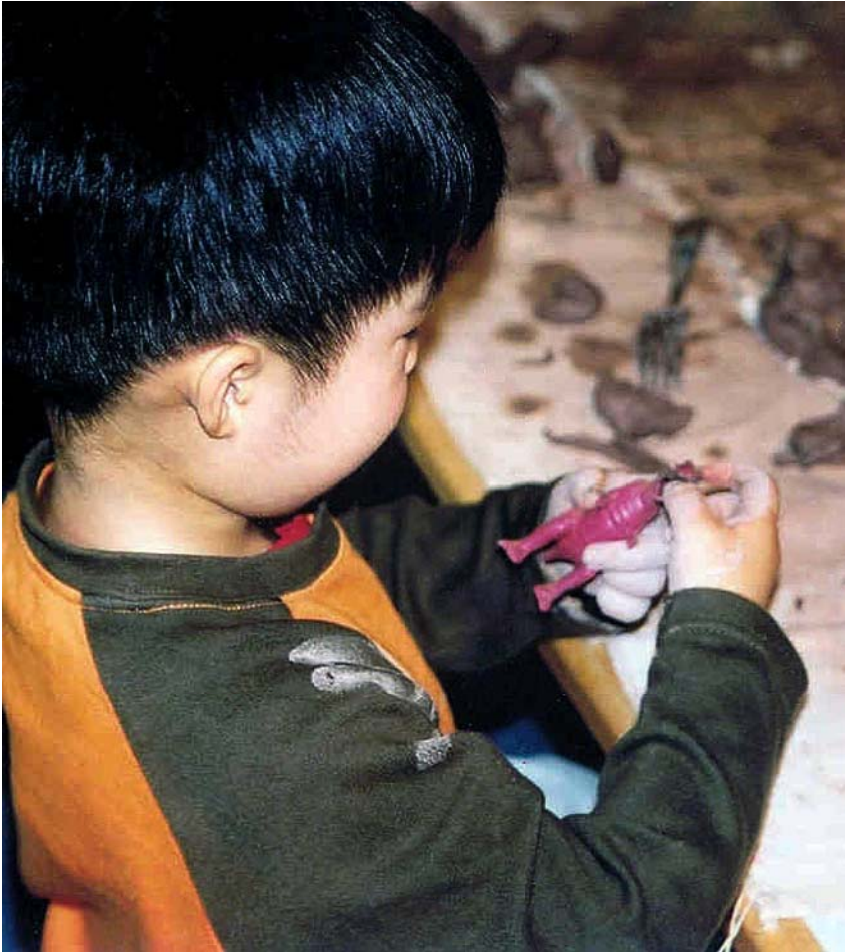
Open-Ended



Parts and Wholes



Match, Sort, Label





Teachable Moments

References

- Crowther, I. (2011). Smart Environments. Lifelong Learn Inc.: Edmonton, Alberta.
- <http://lifelonglearn.com>
- Senge, P.; Kleiner, A.; Roberts, C.; Ross, R.; Roth, G.; Smith, B. (1999). *The Dance of Change*. Doubleday: New York

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