

In designing the instructional process for *Let's Go Camping*, I identified ways to incorporate the concepts throughout the educational experience. By developing a story line that will lead students through multiple levels of problem solving, each building upon the previous lesson, there is an increase in design flexibility. In addition, while the design is inter-related, it is also independent in the sense that each level can be stand-alone as needed.

It begins with an easily recognized concept of a camping trip. It progresses through cultural, social and economical levels that can bring the story from decision making to problem identification and solution development.

In addition, learners must rely on the guidance of teachers and the collective input of team members to decide what course of action to take. This exemplifies a complex learning environment which engages learners in authentic experiences, provides opportunity for collaboration, supports goal setting and encourages reflection on what they have learned (Reiser & Dempsey, 2012). For example, in the first level, a learner may be responsible for identifying food supplies and another may be responsible for tent supplies. Once each member has picked supplies, they must come together and collaborative discuss what can go based on space requirements. This is a solid example of constructivism in action as it exemplifies the benefits of both independent and collaborative learning in one environment.

There is also a flexibility in technology. By providing a general outline and direction, learners are able to bring in tools such as Google Earth ©, Google Sketch Up © and World Climate © to bring real life into their designs and discussions.

Constructivists argue learning is a process whereby learners construct knowledge using language based on past experiences and therefor, a multi-layered environment with opportunities to communicate ideas and collaborate are required to enhance long-term educational impact

(Kanuka & Anderson, 1999). The design presented will allow for the the flexibility as an individual unit as well as fluidity across levels to provide that multi-layered environment.

References

Kanuka, H. & Anderson, T (1999). Using constructivism in technology-mediated learning: Constructing order out the chaos in the literature. *International Journal of Radical Pedagogy* 1(2).

Reiser, R. A., & Dempsey, J. V. (2012). Trends and issues in instructional design and technology. (3rd ed., p. 41). Boston, MA: Pearson Education, Inc.