



Relating 'learning types' to conventional and digital technologies

Learning types	Conventional technology	Digital technology	Example tools
Acquisition	Reading books, papers; Listening to teacher presentations face-to-face, lectures; Watching demonstrations, master classes.	Reading multimedia, websites, digital documents and resources; Listening to podcasts, webcasts; Watching animations, videos.	
Collaboration	Small group project, discussing others' outputs, building joint output.	Small group project, using online forums, wikis, chat rooms, etc. for discussing others' outputs, building a joint digital output.	
Discussion	Tutorials, seminars, email discussions, discussion groups, online discussion forums, class discussions, blog comments.	Online tutorials, seminars, email discussions, discussion groups, discussion forums, web-conferencing tools, synchronous and asynchronous.	
Inquiry / Investigation	Using text-based study guides Analysing the ideas and information in a range of materials and resources; Using conventional methods to collect and analyse data Comparing texts, searching and evaluating information and ideas.	Using online advice and guidance Analysing the ideas and information in a range of digital resources; Using digital tools to collect and analyse data Comparing digital texts, using digital tools for searching and evaluating information and ideas.	
Practice	Practising exercises; doing practice-based projects, labs, field trips, face-to-face role-play activities.	Using models, simulations, microworlds, virtual labs and field trips, online role play activities.	
Production	Producing articulations using statements, essays, reports, accounts, designs, performances, artefacts, animations, models, videos.	Producing and storing digital documents, representations of designs, performances, artefacts, animations, models, resources, slideshows, photos, videos, blogs, e-portfolios.	

Definitions are taken from Chapters 6-11 in Laurillard, D. (2012). *Teaching as a Design Science: Building Pedagogical Patterns for Learning and Technology*. New York and London: Routledge.

