CONDITIONS OF LEARNING

A Schematic Representation of Brian Cambourne's Model of Learning as it Applies to Literacy Learning

Learners need to be immersed in Must be accompanied by **IMMERSION** text of all kinds. **ENGAGEMENT ENGAGEMENT** Learners need to receive many **DEMONSTRATION** demonstrations of how texts are Occurs when the learner is constructed and used. convinced that: I am a potential "doer" or "performer" of Expectations of those to whom EXPECTATION these demonstrations learners are bonded are powerful I'm observing. coercers of behaviour. "We Engaging with these achieve what we expect to demonstrations will achieve; we are more likely to engage with demonstrations of further the purposes of those whom we regard as my life. significant and who hold high I can engage and try to expectations for us." emulate without fear of physical or psychological hurt if Learners need to make their own RESPONSIBILITY my attempt is not fully decisions about when, how, and "correct." what "bits" to learn in any learning task. Learners who lose the ability to make decisions are Probability of "depowered." **ENGAGEMENT** is increased if these Learners need time and opportunity USE conditions are also to use, employ, and practice their optimally present developing control in functional, realistic, non-artificial ways. Learners must be free to APPROXIMATION approximate the desired model – "mistakes" are essential for learning to occur. Learners must receive "feedback" RESPONSE from exchanges with more knowledgeable "others." Response must be relevant, appropriate, timely, readily available, non-threatening, with no strings attached. Conditions for Learning adapted from *The Whole Story* by Brian Cambourne. © 1988 by Scholastic New Zealand.