Exploring the educational implications of 'making construals'

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The CONSTRUIT! project: EU Erasmus+ 2014-2017

construit.org
jseden.dcs.warwick.ac.uk/scifest16

Motivation

Seymour Papert in Mindstorms refers to two trends:

ubiquitous computing that people accept as part of the reality of everyday life

a social movement afoot: *an increasing disillusion with traditional education*

"... these two trends can come together in a way that would be good for children, for parents and for learning. This is through the construction of educationally powerful computational environments that will provide alternatives to traditional classrooms and traditional instruction. I do not present LOGO environments as my proposal for this ... too primitive ... too limited by the technology of the 1970s ...

... The role I hope they fill is that of a model. By now the reader must anticipate that I shall say an **object-to-think-with**, that will contribute to the essentially social process of constructing the education of the future."

Themes in CONSTRUIT!

"Making construals as a new digital skill for creating interactive open educational resources"

- A construal as 'an object-to-think-with'

- Computer support for computing unplugged

- Issues/qualities investigated in the project: accessibility, comprehension, collaboration, assessment, customisability, topicality
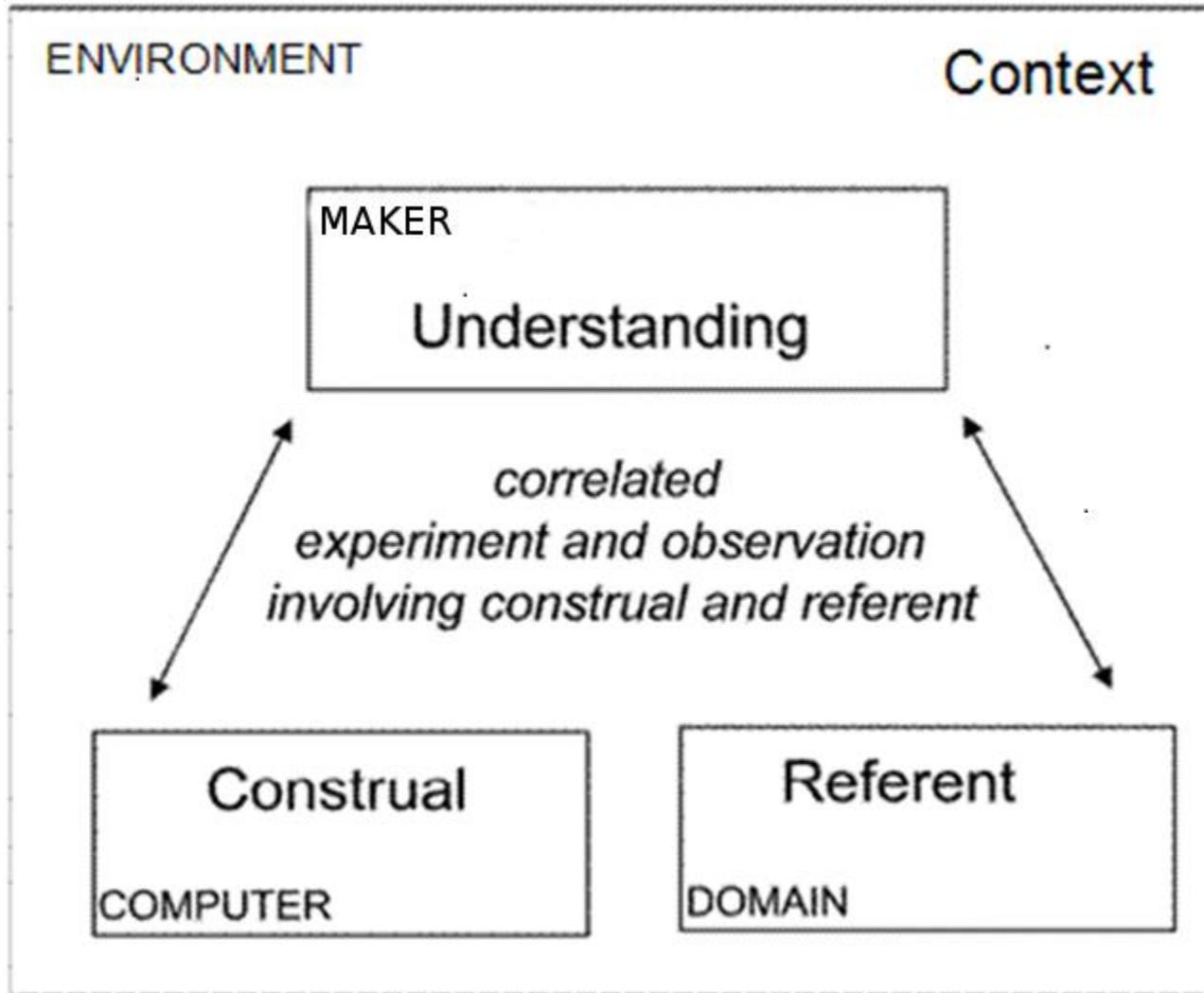
Aims for CONSTRUIT!

An open online course based upon
   a curriculum for making construals
   an online instrument for making construals
   resources: construals, documentation

? Multi-disciplinary, for all educational sectors

Final conference at Warwick July 13-16, 2017

Making Construals as *Construction*

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