

Constructionism ...

Constructionist learning “learning can happen most effectively when people are also active in making tangible objects in the real world” (Wikipedia)

Concept introduced by Seymour Papert:

“From constructivist theories of psychology we take a view of learning as a reconstruction rather than as a transmission of knowledge ...

... we extend the idea of manipulative materials to the idea that learning is most effective when [it's] part of an activity the learner experiences as constructing a meaningful product.”

Relevance for computing ...

Papert has been a huge proponent of bringing IT to classrooms, as in his early uses of the Logo language to teach mathematics to children.

Constructionist learning involves students drawing their own conclusions through creative experimentation and the making of social objects.

The constructionist teacher takes on a mediational role rather than adopting an instructionist position.