

## Knowledge Processes

**What?** The Knowledge Processes of Learning by Design are the names given to eight different **pedagogies** - each of these pedagogies has a unique character and focus and is deployed to achieve a specific teaching purpose. The knowledge processes are the engine-room of Learning by Design as they *are* the pedagogies which scaffold and support the learning.

### Experiencing

**the known** (to situate learning in what learners already know)

**the new** (to introduce to, or immerse learners in, new experiences)

### Conceptualising

**by naming** (to learn the names and meaning of key concepts)

**with theory** (to understand how these concepts connect to theory)

### Analysing

**functionally** (to understand the purpose of something)

**critically** (to understand the consequences/implications of something)

### Applying

**appropriately** (to apply what has been learnt in appropriate ways)

**creatively** (to apply what has been learnt in creative ways)

The boundaries between the knowledge processes are not rigid – for example it is difficult to Conceptualise with theory without straying into Analysing functionally. The following diagram depicts the knowledge processes.

