**EDCP 471
Design-Based Learning (DBL)**

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**Content of DBL : : Key Concepts in DBL**

1. Challenge of Identifying Content
2. Content Outline
	1. Introduction to DBL
		1. Creativity : : Imagination + Imagineering + Play
		2. Design
		3. Engineering
		4. Innovation
		5. Computation
		6. Craft
		7. Making : : Tinkering + Tweaking
		8. Technology
		9. Learning
	2. Methods of DBL
		1. Design Briefs
			1. Method and Theory
			2. Examples <https://www.thersa.org/action-and-research/rsa-projects/design/student-design-awards/design-briefs>
		2. Project Briefs
			1. Method and Theory
				1. <https://www.designingbuildings.co.uk/wiki/Project_brief_for_design_and_construction>
			2. Examples <https://www.thersa.org/globalassets/pdfs/sda-briefs/sda17-18-competition-pack-final.pdf>
	3. Creative & Critical Problem-Solving
	4. Creative & Critical Project-Solving
	5. Creative & Critical Making
		1. Model Making
		2. Craftivism: Critical Crafts
	6. Creative Collaboration & Competition
		1. Odyssey of the Mind <https://www.odysseyofthemind.com>
		2. Destination Imagination <https://destinationimagination.ca>
		3. RSA Student Design Awards <https://www.thersa.org>
		4. Skills Canada <http://skillscanada.bc.ca>
		5. Technology Students Association
		6. Technology and Engineering Education Collegiate Association <https://www.odysseyofthemind.com>
	7. Innovative Computation
		1. Computational Reasoning
		2. Ethnocomputing
		3. Cultural Robotics
	8. Philosophy of D&L
		1. Ethics of D&L
		2. Philosophy of D&T for Children and Youth