**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